This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

We also ask that you:

+ *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.

+ *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.

+ *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.

+ *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at `http://books.google.com/`

15

THE FRANK J. MARSHALL
COLLECTION OF CHESS BOOKS
PRESENTED TO
THE NEW YORK PUBLIC LIBRARY
BY GUSTAVUS A. PFEIFFER
1932

THE

CHESS OPENINGS.

BY

ROBERT B. WORMALD, B.A.

"UT NIVEUS NIGROS, NUNC UT NIGER ALLIGAT ALBOS."

LONDON:
RICHARD SIMPSON, 10, KING WILLIAM STREET,
CHARING CROSS.

1864.

THE NEW YORK
PUBLIC LIBRARY
634281 A
ASTOR, LENOX AND
TILDEN FOUNDATIONS
R 1932 L

HOWARD STAUNTON, ESQ.,

AS A

SLIGHT ACKNOWLEDGMENT

OF HIS

VALUABLE LABOURS

IN

THE LITERATURE OF THE GAME,

THIS LITTLE VOLUME

IS INSCRIBED,

BY

HIS FAITHFUL FRIEND,

THE AUTHOR.

PREFACE.

I AM fully aware that this little volume can advance but slight pretensions to originality. My object has been simply to give, so far as might be compatible with my limited space, the latest results of the theory of the Openings as established by the best authorities, and with this view I have availed myself without scruple of the more elaborate works of Staunton, Der Laza, Jaenisch, Max Lange, and others, to whom I take this opportunity of expressing my obligations. At the same time, being fully conscious of the importance of actual play as the ultimate test of theoretical analysis, I have drawn largely upon the valuable collection of games recorded in the pages of the German *Schachzeitung*, the "Chess Players' Chronicle," and the various English and foreign newspapers and periodicals in which Chess now forms a prominent feature. In every instance I have endeavoured, as far as possible, to derive my information directly from the fountain head; and although I have occasionally ventured to differ from the conclusions of my predecessors, I have the satisfaction of feeling that my dissent has been in all cases founded upon careful

and conscientious study and examination. For the collection of Problems contained in the Appendix I am solely responsible.

To the many kind friends who have assisted me in my undertaking, I beg to return my best acknowledgments, and more particularly to Mr. G. B. Fraser, of Dundee, to whom I am indebted for many valuable suggestions and a considerable amount of original analysis.

R. B. W.

2, Tanfield Court, Temple,
December, 1863.

CHAPTER I.

THE KING'S KNIGHT'S GAME.*

THE attack, springing from the sortie of the King's Knight at the second move, (1. $\frac{\text{P to K 4}}{\text{P to K 4}}$ 2. $\underline{\text{K Kt to B 3}}$) commonly known as the "King's Knight's Opening," appears, judging from the voluminous analysis bestowed upon it by the "classical" writers, to have attained, at a very early period, the high repute in which it is still held. From the fifteenth century down to the present day, we find opinions fluctuating between Black's second move, "2. $\overline{\text{Q Kt to B 3}}$," "2. $\overline{\text{P to Q 3}}$," and the counter attack of "2. $\overline{\text{K Kt to B 3}}$," each of which, in different eras or schools, has had its advocates. The two first-named defences—we dismiss for the present that of "2. $\overline{\text{K Kt to B 3}}$" as virtually a modern innovation—appear to have been alternately accepted as satisfactory, only again to be rejected, and in turn reproduced by each successive generation of players, as new openings were invented, or old forms of attack strengthened or remodelled.

* The substance of the following chapter originally appeared in the form of an article contributed by the writer to the "Chess Player's Chronicle," and subsequently republished in the American "Chess Monthly."

LUCENA, the earliest European writer on chess (1495), touched on all three varieties of the Defence, but, we believe, without expressing any opinion as to their comparative merits. Judging, however, from the examples he has left us of the opening,

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. R to Q Kt 5	

of which he was the originator, and not RUY LOPEZ, to whom it has been erroneously ascribed, we may infer that he was in favour of the defence of Queen's Knight *versus* King's Knight. In this view he was followed by DAMIANO, who expressly advocated the defence of 2. Q Kt to B 3rd. To this, however, his successor, RUY LOPEZ, objected, on the ground that the first player might advantageously reply with LUCENA'S move of "3. B to Q Kt 5." He therefore substituted the defence of "2. P to Q 3." The validity of this reply was stoutly combated by the Italians, the most eminent school of mediæval chess. There is still extant a letter from ERCOLE DEL RIO to LOLLI (published 1750), in which 2. P to Q 3 is expressly condemned, and DAMIANO'S move of 2. Q Kt to B 3 recommended instead. We may infer, also, that SALVIO, from the care he appears to have bestowed upon the Guioco Piano, concurred in this opinion. Thus, with the solitary exception of an ineffectual attempt on the part of GRECO to substitute his favourite counter gambit (2. P to K B 4), the move of 2. Q Kt to B 3 appears to have been unanimously accepted as the correct defence from the six-

teenth down to the middle of the eighteenth century, when PHILIDOR published his "Jeu d'Echecs," in which he once more asserted the claims of 2. P to Q 3rd. The great master, in his subsequent analysis of the opening, went so far as to maintain, and, indeed, attempted to prove, that this move not only nullified all attack, but was even so strong as to render the first player's move of 2. K Kt to B 3 unadvisable.

For many years the high reputation of PHILIDOR maintained the popularity of his defence, the efficiency of which was first called in question during a series of games between Messrs. Attwood and Wilson, in which the opening was thoroughly tested. Indeed, PHILIDOR himself, in his last edition, considerably qualified his former high estimate of the defence.

On the death of PHILIDOR, a second reaction took place in favour of 2. Q Kt to B 3rd, which seems to have been almost uniformly adopted for nearly half a century. The invention of the Evans' gambit, and the introduction of new forms of attack in the Scotch opening, once more suggested a doubt as to the feasibility of this defence. Then came the question, "Can the King's Pawn be protected at all—and does not the second player, by accepting an open game, unnecessarily expose himself to a dangerous attack from the outset?" This suggestion gave rise to a twofold revolution in the theory of the openings.

The Russian school, represented by M. PETROFF, called attention to the counter attack of "2. K Kt to B 3," originally proposed by LUCENA, which, having undergone an elaborate analysis at the hands of Major

Jaenisch, was finally pronounced by him to be the best defence at Black's command,—an opinion which was somewhat modified by the result of the celebrated game between Pesth and Paris. On the other hand, the English and German schools—more especially the former—sought refuge in the French and Sicilian defences. Thereupon followed an era of "close" games, which may be said to have commenced a little previous to the great match between Messrs. Staunton and St. Amant, and reached the culminating point in the tournament of 1851. About this time a reaction seems to have taken place in the popular estimate of the Sicilian defence. Its validity began to be questioned, and a general feeling prevailed in favour of the more chivalrous and interesting "open" game; more especially now that the Scotch and Evans' gambits, which had formerly been such a source of embarrassment as to cause a general resort to the close openings, had been elaborately analysed. In their place, however, had arisen another and more formidable attack, which, although coeval with the earliest European literature of that game, had never been fully appreciated until within the last few years.

We refer to what is commonly known as the English game of "Ruy Lopez." Less brilliant, because less hazardous, than the "Evans," inasmuch as it involves no previous sacrifice of material, but yielding a strong centralized and lasting attack—in short, in itself, the more dangerous, from the number and variety of the defences which the second player has at his disposal—it quickly became the "fashionable" opening of the day.

Thus the old *vexata questio* as to the correct defence to the King's Knight's Game remains as unsettled at the present time as it was three centuries ago. The opinions of our best players seem pretty evenly divided between the three moves of "2. P to Q 3," "2. Q Kt to B 3," and "3. K Kt to B 3;" although, from the beauty and variety of the combinations springing from 2. Q Kt to B 3 there is little doubt that it will always remain the most popular, as indeed, in our opinion, it is the most efficient, of the three lines of defence.

We shall now proceed to examine, as far as may be compatible with the necessarily restricted limits of the present work, the principal features of attack and defence resulting from these moves, as well as from the counter gambits: 2. P to K B 4, and 2. P to Q 4, omitting, as unworthy of analysis, all mention of the unimportant defence of 2. P to K B 3, 2. B to Q 3, and 2. Q to K B 3.

CHAPTER II.

PHILIDOR'S DEFENCE.

GAME I.

1. P to K 4 / P to K 4 2. K Kt to B 3 / P to Q 3 3. P to Q 4 / P to K B 4

GAME II.

1. P to K 4 / P to K 4 2. K Kt to B 3 / P to Q 3 3. P to Q 4 / P takes P

GAME III.

1. P to K 4 / P to K 4 2. K Kt to B 3 / P to Q 3 3. B to Q B 4

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. P to Q 3
3. P to Q 4	

White may also, but apparently with less immediate advantage, play 3. B to Q B 4, for which see Game III.

3. P to K B 4.

This is the "classical" defence recommended by PHILIDOR, as establishing the opening in favour of the

second player. It is, however, a very hazardous line of play, and greatly inferior to 3. P takes P, for which see Game II.

In addition to either of these moves, Black may also play 3. B to K Kt 5 and 3. K Kt to B 3, both of which may be briefly dismissed as unsatisfactory: *e.g.*,

Firstly—

3. B to K Kt 5	P takes P 4. B takes Kt	Q takes B 5. P takes P
B to Q B 4 6. Q to K B 3	Q to Q Kt 3 7. P to Q Kt 3	Q Kt to B 3 8. P to Q B 3
Castles 9. B to Q 3	Kt to Q Kt 5 10. Kt to K R 3	B to K Kt 5 11. Q to K Kt 3
Kt takes B (ch) 12. Q takes Kt	Q R to Q square 13.	

and wins.

The above variation is given in the *Handbuch*, but we believe Black would have done better to have played 6. Q to Q 2, instead of 6. Q to K B 3.

Secondly—

3. K Kt to B 3	B to K Kt 5 4. B to K Kt 5	P takes P 5. B takes Kt
Q takes B 6. P takes P	Q to Q Kt 3 7. P to Q Kt 3	B to Q B 4 8.

with a fine game.

4. P takes K P.

White might also, with equal advantage, play 4. B to Q B 4, *e.g.*—

4. B to Q B 4 / P takes K P — 5. Kt takes K P / P takes Kt — 6. Q to R 5 (ch) / K to Q 2

7. Q to K B 5 (ch) / K to Q B 3 — 8. Q takes P on K 5 / P to Q R 3 — 9. P to Q 5 (ch) / K to Kt 3

10. B to K 3 (ch) / P to Q B 4 — 11. P takes P (*en pass.*) ch / K takes P — 12. Q Kt to B 3

and must win. (*Handbuch*, 3rd edit., p. 84.)

4. B P takes P
5. Kt to K Kt 5 — P to Q 4
6. P to K 6

Philidor gives 6. P to K B 4, which is very inferior.

6. K Kt to R 3.

He might also play 6. B to Q B 4, in which case the following is probable:—6. B to B 4, 7. Kt takes K P (best).

(If he make the obvious move of 7. Kt to B 7, Black obtains an immediate advantage by 7. Q to K B 3 8. B to K 3 / P to Q 5, &c. Compare a game between Messrs. Barnes and Morphy, "Praxis," p. 88):—

7. B to K 2 (best) — 8. Q to R 5 (ch) / P to K Kt 3 — 9. Q to K 5 / Kt to K B 3

10. Kt to K Kt 5 / B to Q 3 — 11. Q to K 3

and White has much the better game.

In reply to 6. Kt to R 3, White has the choice of several methods of continuing the attack, the most important of which are 7. Q Kt to B 3, and 7. P to K B 3, which we shall now proceed to examine.

(For 7. P to K B 3, *see* VARIATION.)

7. Q Kt to B 3.

7. Q to K R 5 (ch), as recommended by Mr. Lewis, leads only to an equal game, *e.g.*—

7. Q to R 5 (ch)	8. Q to K R 3	9. P to Q B 4
P to K Kt 3	Q to K B 3	&c.

7. P to Q B 3

8. K Kt takes K P

This ingenious sacrifice of the King's Knight first occurs in a game contested between Messrs. Attwood and Wilson, contemporaries of Philidor; but its true merits appear to have been altogether underrated until the publication of Mr. Staunton's "Handbook," in which the variation was first subjected to a rigorous analysis.

	8. P takes Kt
9. Q to R 5 (ch)	10. P to K Kt 3
10. Q to K 5	11. R to K Kt sq

White has now at his disposal two methods of continuing the attack, viz.:—

11. B takes Kt, and 11. B to K Kt 5,

which we shall examine in turn.

In the first place—

11. B takes Kt	11. B takes B
12. R to Q sq	12. Q to K 2

In a consultation game between Messrs. Staunton and Alter, and Messrs. Morphy and Barnes, the latter played here 12. Q to K Kt 4, a move which is touched upon by Mr. Walker ("Art of Chess Play," p. 69), who suggests the following—

12. Q to K Kt 4	13. Q to B 7 B takes K P	14. Kt takes K P Q to K 2
15. R to Q 8 (ch) Q takes R	16. Kt to Q 6 (ch) Q takes Kt	17. Q takes Q R to Kt 2

The correct continuation, as shown in the "Praxis" (p. 72), should be—

12. Q to K Kt 4	13. Q to Q B 7 Q B takes P	14. Q takes Q Kt P P to K 6
15. P to K B 3 Q to K 2	16. Q takes R K to B 2	17. Q R to Q 4

and Black cannot save the game.

13. Q Kt takes K P	13. Q B takes P
14. R to Q 6	14. B to K B 4
15. Kt to B 6 (ch)	15. K to B sq

16. R to Q 8 (ch), and wins.

(*See* "Handbook," p. 68.)

In the second place—

11. B to K Kt 5.

This move is, we believe, the invention of Mr. Lowenthal, to whom we are indebted for the fol-

lowing interesting variations. (Compare "Morphy's Games," p. 218-19.)

11. Q to Q 3.

If 11. Q to Q Kt 3 — 12. Castles — Kt to Kt 5 — 13. Q to K B 4 — and wins.

If 11. B to Kt 2 — 12. P to K 7 — Q to Kt 3 — 13. Castles — B takes Q

14. R to Q 8 (ch) — K to B 2 — 15. B to B 4 (ch) — B to K 3 — 16. B takes B (ch) — K takes B

17. R takes R — Kt takes R. — 18. P Queens (ch), with the superior game.

12. Q takes Q — 12. B takes Q

13. Kt takes K P — 13. B to B sq

(If 13. Kt to B 4 — 14. P to K Kt 4 — &c.)

14. Kt to B 6 (ch) — 14. K to K 2

15. Kt takes R, and wins.

VARIATION on White's 7th move.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. P to Q 3
3. P to Q 4	3. P to K B 4
4. P takes K P	4. P takes K P
5. Kt to Kt 5	5. P to Q 4
6. P to K 6	6. Kt to K R 3
7. P to K B 3	

White's 7th move has the high sanction of Da Laza, but we believe it will be found to be scarcely so efficient as 7. Kt to Q B 3, just examined.

Black appears to have three feasible replies, viz.:—

1. 7. P takes P, 2. 7. B to K 2, and 3. 7. B to Q B 4.

In the first place—

	7. P takes P
8. Q takes P	8. R to K Kt sq
9. Q Kt to B 3	9. P to Q B 3
10. Q to B 7 (ch)	10. Kt takes Q
11. P takes Kt (ch)	11. K moves

12. P "Queens," and should win.

In the second place—

	7. B to K 2
8. P takes P	8. B takes Kt
9. Q to R 5 (ch)	9. P to Kt 3
10. Q takes B	10. Q takes Q
11. B takes Q	11. K Kt moves

12. P takes P with a superior game.

Lastly—

7. B to Q B 4.

We agree with the author of the English "Handbook," in considering this to be Black's best reply to 7. P to K B 3.

The *Handbuch* continues:—

8. B P takes P	8. Castles
9. P takes Q P (best)	9. R to K B 4

9. B to Q B 7 (ch), which, we believe, first occurred in

a game between the writer and Amateur (*See* "Praxis," p. 89), seems also worthy of consideration.

10. Q Kt to B 3 10. R takes Kt

If 10. R to K 4 (ch) 11. Kt to Kt 4 R takes R P 12. B to Q 2 Q B takes P

13. B to Q B 4 Q Kt to R 3 14. Q to K B 3 &c.

11. Q B takes R 11. Q takes B

12. Q to K B 3, with the better game.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. P to Q 3
3. P to Q 4	3. P takes P
4. Q takes P	

He may also recapture Pawn with Knight (*See* Variation). If, instead of either of these moves, White play 4. B to Q B 4, Black may reply with 4. Q Kt to B 3, resolving the game into a form of Scotch gambit, somewhat in favour of the first player.

4. Q Kt to B 3.

In lieu of this move Mr. Boden has brought into vogue 4. B to Q 2, which he considers preferable to bringing out the Q Kt at once. In actual play, however, we have found that this gives the first player too

much time, as in reply he can bring out his Q B to K 3rd or K B 4, and on Black's playing 5. Q Kt to B 3, retire the Queen to Q 2nd, with a finely-developed opening.

5. B to Q Kt 5	5. B to Q 2
6. B takes Kt	

This method of continuing the attack, which is far preferable to the old move of 6. Q to Q square, was first introduced in a game of the match between Messrs. Harrwitz and Lowenthal.

	6. B takes B.
7. B to K Kt 5	7. P to K B 3

If 7. K Kt to B 3, the following is probable:—

8. Q Kt to B 3. (Preferable to taking off the Bishop with the object of doubling the Pawns, as the exchange of Queens would tend to relieve Black from the embarrassments of his position.)

8. B to K 2	9. Castles	10. K R to K sq

and White has a fine attacking position. (Compare a game between Messrs. Morphy and Lowenthal, "Praxis," p. 48.)

8. B to R 4	8. K Kt to R 3

There is some difference of opinion as to whether this Knight should be played to R 3 or K 2nd. In the latter case the following is probable:—

8. Kt to K 2	9. Kt to Kt 3	10. B to K 2

11. Castles Q R with a strong game.

9. Q Kt to B 3 9. Q to Q 2.
10. Castles (Q R)

Castling on the Queen's side is an important feature in this form of the Philidor Defence. White may also continue

10. $\frac{\text{Castles K R}}{\text{B to K 2}}$ 11. $\frac{\text{Q R to Q square}}{\quad}$ &c.

(Compare a game between Messrs. Morphy and Harrwitz, "Morphy's Games," p. 54.)

10. B to K 2

11. K R to K sq

with a fine opening.

VARIATION on White's 4th Move.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. P to Q 3
3. P to Q 4	3. P takes P
4. Kt takes P	4. P to Q 4

Until very recently, all the authorities were unanimous in recommending 4. $\overline{\text{P to Q 4}}$ for Black at this juncture; indeed, it was considered to be so strong a reply as to render the capture of the Pawn with Knight unadvisable. The following variation, however, which we extract from an able article in the American "Chess Monthly," seems to prove conclu-

sively that White can reply with 5. P to K 5 with safety, if not with marked advantage.

6. P to K 5

We have seen 6. Kt to K B 3 played at this point, but it is not so good as the move in the test.

	6. P to Q B 4
6. B to Q Kt 5 (ch)	B to Q 2 (best)
7. P to K 6	

Black has now three lines of play at his disposal, viz. :—

1. 7. Q B P takes Kt, 2. 7. K B P takes P, and 3. 7. B takes B, which we shall consider *seriatim*.

In the first place :—

	7. Q B P takes Kt
8. P takes B (ch)	8. Kt takes P
9. Q takes P	9. K Kt to B 3
10. Castles	10. B to K 2

11. Q Kt to B 3 with a good game.

In the second place :—

	7. P takes P
8. Kt takes P	8. Q to K 2 (best)
9. B takes B (ch)	9. Kt takes B

10. Castles with the better game.

In the third place :—

	7. B takes B (best)
8. P takes P (ch)	8. K takes P
9. Kt takes B	9. Q to K sq (ch)
10. Q to K 2	10. Q takes Q (ch)

11. K takes Q, and the game is about even.

GAME III.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. P to Q 3
3. B to Q B 4	

This move, albeit it is of a less immediately attacking nature than 3. P to Q 4, nevertheless yields a fine open game, and is pronounced by Mr. Boden ("Popular Introduction," p. 74) to be the best at White's command.

3. B to K 2

We consider this to be Black's best reply. He has, however, the choice of a variety of moves. If he play 3. P to K B 4, White replies with 4. P to Q 4, and we have a position previously examined. (*See* Game I.) If he play 3. B to K 3, White exchanges Bishops, and then moves 5. P to Q B 3. Similarly he may play 3. B to K Kt 5, to which White equally replies with 4. P to Q B 3, having in every case a greatly superior game. Finally, he may move 3. P to Q B 3, in which case the following is probable—

3.	4.	5.
P to Q B 3	P to Q 4	P takes Q P
6.	7.	
Q B P takes P	B to Q Kt 5 (ch)	
	B to Q 2	

(In the "Praxis," White is made to play the Q to R 5 at once, which seems to be at least as efficacious—p. 73.)

8. Q to R 5 / P to K Kt 3 — 9. Kt takes Kt P / B P takes Kt — 10. Q to K 5 (ch) / K to B 2

11. Q takes Q P (ch) / K to Kt 2 — 12. Q takes Q Kt P

and should win. ("*Handbuch*," p, 87.)

To revert to our original variation—

4. P to Q 4	4. P takes P
5. Kt takes P	5. Kt to K B 3
6. Q Kt to B 3	6. Castles
7. Castles	7. Kt takes K P
8. Kt takes Kt	8. P to Q 4

Even game.

CHAPTER III.

THE PETROFF DEFENCE.

1. P to K 4 — P to K 4
2. K Kt to B 3 — K Kt to B 3
3. Kt takes K P — GAME I.

3. P to Q 4 — GAME II.

The defence of King's Knight against King's Knight first occurs in Lucena, 1595. It is also briefly touched upon by Damiano, but never received the consideration to which it is entitled until its introduction by the Russian masters, MM. Petroff and Jaenisch, the latter of whom at one time pronounced it to be the best defence the second player could adopt—an opinion which is still shared by many of our ablest players.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. K Kt to B 3
3. Kt takes K P	

White may also play 3. P to Q 4, and 3. B to Q B 4. For the former, see Game II.—the latter we shall consider when we come to the "Knight's defence to

King's Bishops' Game," where the same position is brought about. If, instead of either of these moves, White play 3. Q Kt to B 3, Black may advantageously reply with 3. K B to Q Kt 5.

3. P to Q 3

This move is first found in Cozio. If Black play instead 3. Kt takes P, White obtains an immediate advantage by 4. Q to K 2.

4. Kt to K B 3

Instead of this move, Mr. Cochrane, in a series of games with a native Indian player, introduced 4. Kt takes K B P, which leads to a brilliant attack, but, like that which occurs in analogous positions in the Scotch Gambit, and the "Centre Counter-gambit in the King's Knight Opening," is not strictly sound.

The following appears to yield a satisfactory line of defence :—

4. Kt takes K B P / K takes Kt 5. B to B 4 (ch) / P to Q 4 (best) 6. B to Q Kt 3

[This retreat of the Bishop is given as best in the "Praxis," but White may remain with three Pawns for the piece sacrificed, by simply taking Pawn with Pawn.]

6. B to K Kt 5. (We believe this will be found preferable to 6. Q to K square, as recommended in the "Praxis.")

7. P to K B 3 / B to K R 4, and White has no adequate equivalent for the piece he has lost.

4. Kt takes K P

5. P to Q 4

We have seen 5. Q Kt to B 3 adopted at this point. Black must reply with 5. Kt takes Kt; and, on White retaking with Q P, 6. B to K 2, with at least an equal game. If, instead of either of these moves, White play 5. P to Q 3, the following is probable:—

5. P to Q 3 / Kt to K B 3 — 6. P to Q 4 / P to Q 4. And the position is identical with the leading form of the French Opening, where the second player's game is superior to that obtainable in the Petroff Defence, owing to the Knight being better posted at K B 3 than at K 5.

5. P to Q 4 (best)

6. B to Q 3.

It is difficult to decide upon Black's sixth move. Major Jaenisch, in his elaborate analysis of the opening, gives 6. B to Q 3, and continues—

	6. B to Q 3
7. Castles	7. Castles
8. P to Q B 4	8. B to K 3.

Black's eighth move is now condemned by most of the authorities, but they are by no means unanimous as to what should be substituted in its place.

If he move instead 8. P to Q B 3, White may reply with 9. Q Kt to B 3, or 9. P to K R 3, with the better developed game. Should he, in lieu of either of these moves, take P with P, and then B with Kt, with the

object of planting the Kt at K Kt 5th, the following is probable :—

8. P to Q B 3	9. P takes P	10. B takes Kt	11. Kt to K Kt 5
	P takes P	P takes B	P to K R 3 (best).

(Any other move would give White a decided advantage.)

12. Kt takes K P
B takes R P (ch). Winning the Knight if the Bishop be captured.

The above occurred in a consultation game between the clubs of Oxford and Manchester.

Instead of either 8. B to K 3, or 8. P to Q B 3, we believe Black would do better to retire the Kt to K B 3. The position then becomes identical with the French game, with the exception that White, in the case before us, is a move in advance.

In reply to 8. B to K 3, Major Jaenisch originally made White move 9. Q to Kt 3, and considered the positions to be even.

In the game between Pesth and Paris, 9. Q to Q B 2 occurs here, with the object of compelling Black to throw up his K B P, in which case the move of 10. Q to Q Kt 3 becomes doubly formidable. The *partie* in question was continued—

9. Q to Q B 2	9. P to K B 4
(If 9. Kt to K B 3 — B to K Kt 5 — 10. — &c.)	
10. Q to Q Kt 3	10. Q P takes P
11. Q takes Q Kt P	11. P to Q B 3

12. B takes Kt	12. B P takes B
13. Kt to Kt 5	13. B to K B 4
14. Q Kt to B 3	14. Q to Q 2
15. Q takes Q	15. Kt takes Q
16. K Kt takes K P	16. B to Q B 2

17. R to K square, with a superior game.

(*See* "Handbook," p. 86.)

The above variations hinge upon Black playing 6. B to Q 3. There is, however, another move more generally preferred at this point—viz., 6. B to K 2, which we will briefly illustrate.

6. B to K 2

The first introduction of this move is claimed by Mr. Max Lange ("Schachpartien," No. 14, p. 37).

7. Castles	7. Q Kt to B 3.

Black might also Castle at this point, but we believe that the move in the text, which was adopted by Mr. Morphy in the 3rd, 5th, and 13th games of his match with Mr. Lowenthal, will be found to be preferable.

8. P to Q B 4.

If 8. R to K square, Black's best reply seems to be 8. K Kt to Q 3, and not 8. P to K B 4, on account of 9. P to Q B 4. Compare Game III. of the match above alluded to—"Morphy's Games," p. 82.

	8. B to K 3
9. P takes P	9. B takes P

10. B to K 3 10. Castles
11. Q Kt to B 3

We prefer White's position.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. K Kt to B 3
3. P to Q 4	

This move was first introduced by M. Petroff. It is, however, decidedly inferior to 3. Kt takes K P, and is now very rarely adopted. Black has now the choice of two moves—viz.,

1. 2.
3. P takes P, and 3. Kt takes P.

In the first place:—

3. P takes P
4. P to K 5

(If 4. B to Q 3 4. P to Q 4 (best).)

4. Kt to K 5

(If 4. Q to K 2 (best). 5. Q to K 2)

5. Kt takes P

If 5. B to Q 3, Black replies with 5. Kt to Q B 4.

The German "Handbuch," however, in a note, recommends 5. Q to K 2, which seems to embarrass Black's game.

5. P to Q 4

Even game.

Black might also play 5. P to Q 3, or 5. B to B 4, with a similar result.

In the second place—

	3. Kt takes K P
4. B to Q 3	4. P to Q 4
5. P takes P (best).	

The English, and the earlier editions of the German, Handbooks give 5. Kt takes K P, continuing—

5. Kt to Q 3 — 6. P to Q B 4, P takes P — (We prefer 6. Q Kt to B 3).

7. K Kt takes P, B to K 3 — 8. Kt to K 3. With a slight superiority.

Instead of 5. Kt to Q 3, as in the above variation, Black ought rather to have played 5. P to Q B 4, which seems to establish the opening somewhat in his favour.

If 5. B to Q 3, the following is probable:—

6. Castles, Castles — 7. P to Q B 4, P to K B 4 — 8. Q to Q Kt 3 (best)

With a good game. Compare a *partie* in which M. Petroff consults against three Russian amateurs. ("Handbook," p. 88.)

	5. Q Kt to B 3
6. Castles (best)	6. B to Q B 4
7. P to Q B 4	7. B to K 3,

and the *Handbuch* dismisses the game as even. We should certainly take White's position for choice, as he may now play 8. Q to K 2, with a good game.

CHAPTER IV.

THE GIUOCO PIANO.

1. P to K 4 — P to K 4	2. K Kt to B 3 — Q Kt to B 3	3. B to B 4 — B to B 4

4. P to Q B 3 — GAME I.

4. P to Q 3 — GAME II.

4. Castles — P to Q 3 — GAME III.

4. Q Kt to B 3 — GAME IV.

4. Castles — K Kt to B 3 — 5. P to Q 4 — GAME V.

THIS *debut*—so-called from the dull and cautiously-developed form of game to which it usually gives rise—received considerable attention at the hands of the early writers on Chess, more especially the great Italian masters; but the labours of the latter are comparatively valueless to the modern student, owing to the peculiar method of Castling prevalent in that school. Until within the last few years the Giuoco Piano was in high favour with all classes of players. Of late, however, it has declined in popularity, and is now, comparatively speaking, but rarely adopted, which may be doubtlessly explained by the mono-

tonous and uninteresting character of the opening itself, and partly by the introduction of more brilliant and attacking *debuts*, such as the "Evans' Gambit," and the "Ruy Lopez Knights' Game."

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q B 3	

This is the move usually adopted at this point—but White may also play with equal advantage 4. P to Q 3 or 4. Q Kt to B 3, or 4. Castles, for which see Games II., III., and IV.

4. K Kt to B 3 (best).

If 4. Q to K 2 ———, as proposed by the Italian school—

5. P to Q 4 ——— B to Kt 3 (best)

(If 5. P takes P ———

6. Castles ——— &c.)

6. P takes K P ——— Kt takes P

7. Kt takes Kt ——— Q takes Kt

8. Castles ———

With a good game.

Black may also play, as advocated by Mr. Lewis,

4. P to Q 3 ——— *e.g.*,

4.——— P to Q 3 5.——— P takes P 6.——— B to Kt 3 7.——— Q Kt to B 3

with the better opening. If, instead of retiring the Bishop at the 6th move, he play 6.———, then 7.———. (If 7.———, you equally reply with 8.———, following it with 9.———.)

B to Q Kt 5 (ch) — K to B square (best)

Q to Q 2 — B to K Kt 5

Q to Q R 4 — Q Kt to R 3rd

8.——— B takes Kt 9.——— Q to Q 2

10.——— Castles 11.———, and wins a piece. For the highly ingenious move of 11.———, we are indebted to Mr. Staunton. ("Handbook," p. 112.)

K to Kt 2 — K to Kt 2

5. P to Q 4

5. P to Q 3 is also a good move. *See* Game V.

White may also Castle at this point, but this is unanimously condemned by the great Italian masters, Ponziani, Lolli, and Ercole del Rio. The authors of the German *Handbuch*, on the contrary, are of opinion that 5. Castles, may be adopted with perfect safety. In reply, the latter recommend Black to play 5. Kt takes K P, which, in our opinion, is justly condemned by the Italians—*e.g.*,

5.——— Kt takes K P (5.———, or 5.——— Castles P to Q 3 seems in every way preferable), 6.———. (The "Books" give 6.———, and 6.———, but the move in the text may apparently be adopted with at least equal advantage.) 6.———. (It would be perhaps better to retire the Bishop to Q Kt 3rd.)

Castles — P to Q 4 — B to Q 5 — Q to K 2 — P takes P

7. P takes P / B to Kt 3 — 8. B to Q 5 / Kt to K B 3 — 9. R to K square (ch) / Q Kt to K 2

10. Q Kt to B 3 / Castles — 11. B to K Kt 5, with a fine game.

To resume our original theme :—

5. P takes P

6. P to K 5

White has also two other moves at his disposal—viz., 6. P takes P, as recommended by the German writers, 6. B to K Kt 5, as suggested by Jaenisch

Firstly—6. P takes P / B to Q Kt 5 (ch) — 7. B to Q 2 — (7. Q Kt to B 3 is preferred by some authorities). 7. Kt takes B / B takes B (ch) — 8. Q to Q 4 — (We prefer 8. P to Q 3. The move in the text certainly has the merit of breaking up White's centre Pawns, but we have generally found it yield Black an inferior position.) 9. P takes P / Kt takes P — 10. Q to Q Kt 3 / Q Kt to K 2

11. Castles / Castles — 12. R to K square, and White appears to have much the better opening.

Secondly—6. B to K Kt 5 / P to K R 3 — 7. B takes Kt / Q takes B — 8. P to K 5 / Q to K Kt 3

9. Castles / P takes P — 10. Kt takes P / Castles. Even game.

The above variation is given in the "*Analyse Nouvelle.*"

6. P to Q 4.

This is generally given as Black's best reply to 6. P to K 5. He may also move 6. Kt to K 5, *e.g.*—

8. Kt to K 5	9. B to Q 5 / Kt takes K B P	8. K takes Kt / P takes P (dis ch)
9. K to Kt 3 / P takes P	10. Q B takes P / Kt to K 2	10. Q to Q B 2 / P to Q 3
10. B to K 4 / Kt to K Kt 3	11. Q Kt to Q 2 / P to Q B 3	12. K Q to K square

With the better game.

7. B to Q Kt 5.

An analysis, by Mr. Lowenthal, in the *Era*, calls attention to 7. P to Q Kt 4 at this point, a novelty which we believe first occurred in a game between two Newcastle amateurs. It is ingenious, but Black may apparently escape all danger by adopting the ordinary defence of 7. P takes B, and afterwards retiring his Bishop to Q Kt 3rd.

In addition to these moves, he may play 7. B to Q Kt 3, (to which Black's best reply is 7. B to Q Kt 5 (ch), &c.) and 7. P takes Kt, but the latter is not advisable, *e.g.*—

7. P takes Kt / P takes B	8. P takes Kt P / R to K Kt square	9. B to K Kt 5 / P to K B 3
10. Q to K 2 (ch) / Q to K 2	11. B takes P / Q takes Q (ch)	12. K takes Q / P to Q 6 (ch)

13. K to Q square / B to K Kt 5, with the better game.

	7. Kt to K 5
8. P takes P	8. B to Kt 3 (best)

8.———— is inferior, *e.g.*—
B to Kt 5 (ch)

B to Q 2		Kt takes Kt
8.————	9.————	10.————
B to Kt 5 (ch)	Kt takes B	Castles

B takes Kt	Castles
11.————	12.————. White has the better
P takes B	P to Q 4

opening. (See a game between Messrs. Symanski and Petroff, "C. P. C.," vol. i, second series, p. 11).

9. B takes Kt (ch)	9. P takes B

White has now the choice of two moves, viz.—

1.	2.
Q Kt to B 3	Castles

10.————, recommended by Jaenisch as the best, and 10.————.

In the first place—

10. Q Kt to B 3	10. P to K B 4

Black's tenth move is the invention of Mr. Horwitz, and first occurred in a game by correspondence between the Chess Clubs of London and Amsterdam.

If, instead, Black play 11. P to Q B 4, White's best reply seems to be 12. P takes P.

11. P takes P (*en pass.*)	11. Q takes P
12. Kt takes Kt	12. P takes Kt
13. Kt to K 5	13. Castles

(13. B to Q R 3 ———— also seems a good move at this point).

The *Handbuch* now makes White play 14. B to K 3, but we prefer 14. Castles, and submit the following variation :—

14. Castles	14. B to Q R 3
15. Kt to Q 7	15. Q to Q 3

(If 15. Q takes Q P — 16. Kt takes R, B takes R — 17. Q takes Q, B takes Q — 18. Kt to K 6 — and wins.)

16. Kt takes B	16. B P takes Kt

17. R to K square, and the game is about even.

In the second place—

10. Castles	10. B to K Kt 5

Black might also play 10. P to K B 4, as in the previous example.

11. B to K 3	11. Castles

and Black has somewhat the better game.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q 3	4. P to Q 3
5. P to Q B 3	

5. B to K Kt 5 is also a good move at this point, *e.g.*—

5. B to K Kt 5, K Kt to B 3 — 6. Q Kt to B 3, B to K 3 — 7. Kt to Q 5, &c.

5. Kt to K B 3

The old move of 5. B to K Kt 5 is very inferior, *e.g.*—

5. ———	6. ———	7. ———
B to K Kt 5	Q to Q Kt 3 Q to Q 2	B takes B P (ch) Q takes B

8. Q takes Q Kt P ———, regaining the piece, with a good game.

6. P to K R 3

This move is essential at an early stage in this opening, in order to prevent the adverse Bishop being played to K Kt 5, which will generally be found to turn the scale in the second player's favour.

	6. Q B to K 3
7. B to Q Kt 3	7. B takes B
8. P takes B	8. P to K R 3
9. Q Kt to R 3	9. Castles
10. Q Kt to B 2,	with a good opening.

The above occurred between Messrs. Brien and Falkbeer, whose games will be found to contain many highly instructive examples of this opening. (*See* "Chess Player's Chronicle," vol. iii., second series, p. 297).

GAME III.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. Castles	4. P to Q 3 (best)

If 4. K Kt to B 3, White may either reply with

5. P to Q B 3, or 5. R to K square, as advised by the Handbooks, or 5. P to Q 4, as recommended by Max Lange, for which see Game V.

5. P to Q B 3	5. K Kt to B 3

This is safer than the book move of 5. B to K Kt 5 ("Handbook," p. 116), on account of White's reply, 6. Q to Kt 3, as in a previous example.

6. P to Q 4	6. P takes P
7. P takes P	7. B to Kt 3
8. B to K Kt 5	8. B to K Kt 5
9. P to Q 5	9. Kt to K 4
10. Q to R 4 (ch)	10. B to Q 2
11. Q to Q Kt 3	

With a slightly better developed opening. (*See* "C. P. C.," vol. iii, second series, p. 86).

GAME IV.

BLACK.	WHITE.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. Q Kt to B 3	4. Kt to K B 3
5. P to Q 3	5. P to Q 3
6. Q Kt to K 2	

If White play 6. P to K R 3, Black should reply with 6. P to K R 3 also.

7. Q Kt to K Kt 3	7. P to K R 3
8. P to Q B 3	8. P to Q B 3

Black may also retire his Bishop to Q Kt 3.

9. Castles	9. Castles
10. P to Q 4	10. P takes P
11. P takes P	11. B to Kt 3
12. B to Q 3	

We prefer White's game, owing to his strong centre.

In illustration of this opening, the student should consult the admirable games between Messrs. Buckle and Lowenthal, "Chess Tournament," pp. 225, 229, and 284.

GAME V.

MAX LANGE'S ATTACK.

White.	Black.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q B 4	3. B to Q B 4
4. Castles	4. K Kt to B 3
5. P to Q 4	

This ingenious move was first brought into vogue by Herr Max Lange, who has analysed it at considerable length.

Black has two replies, viz. :—

5. 1. P takes P, and 5. 2. B takes P.

(5. Kt takes Q P is inadvisable, as White immediately regains his Pawn, with a superior game, by 6. Kt takes K P).

In the first place—

5. P takes P

6. P to K 5 6. P to Q 4

7. P takes Kt

7. $\frac{\text{B to Q Kt 5}}{\text{Kt to K 5}}$ is inferior, *e.g.*—

7. $\frac{\text{B to Q Kt 5}}{\text{Kt to K 5}}$ 8. $\frac{\text{Kt takes Q P}}{\text{B takes Kt}}$ 9. $\frac{\text{Q takes B}}{\text{Castles}}$

10. $\frac{\text{B takes Kt}}{\text{P takes B}}$ 11. $\frac{\text{P to K B 3}}{\text{Kt to Kt 4}}$ 12. $\frac{\text{P to K B 4}}{\text{Kt to K 3}}$

13. $\frac{\text{Q to Q R 4}}{\text{P to Q B 4}}$. Even game.

7. P takes B

8. R to K square (best)

This is preferable to taking Pawn with Pawn, *e.g.*—

8. $\frac{\text{P takes Kt P}}{\text{R to Kt square}}$ 9. $\frac{\text{B to K Kt 8}}{\text{B to K 2}}$ 10. $\frac{\text{B takes B}}{\text{K takes B}}$, &c.

8. K to B sq (best)

He may also play, but we believe with less advantage, 8. B to K 3, which we shall touch upon anon.

9. P takes P (ch)

This is given in both the *Handbuch* and "Praxis," but the following line of play also seems worthy of attention :—

9. $\frac{\text{B to K Kt 5}}{\text{P takes P}}$ 10. $\frac{\text{B to R 6 (ch)}}{\text{K to Kt square}}$ 11. $\frac{\text{Q Kt to B 3}}{\text{B to K B 4}}$

12. $\frac{\text{Q Kt to K 4}}{\quad}$, &c.

9. K takes P

10. Kt to K 5

If 10. Kt to K Kt 5, Black may apparently escape from his difficulties by 10. R to K square.

	10. R to K square
11. B to K R 6 (ch)	11. K to Kt square

and White's attack seems almost exhausted. The German *Handbuch* continues:—

12. Q to K B 3 / Kt takes Kt — 13. R takes Kt / R takes R — 14. Q to Kt 3 (ch) / Q to K Kt 4

and Black has the better game. The "Praxis" (p. 116), gives 12. Kt takes Kt, and 12. Kt takes Q B P / Q to K R 5, neither of which appear to be altogether satisfactory. 12. ———, apparently the only other feasible move, seems equally objectionable, on account of Black's reply of 12. ———.
Q to K 2

The above position occurs also in the Scotch Gambit, where it is brought about by

1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. P to Q 4	3. P takes P
4. B to B 4	4. B to B 4
5. Castles	5. K Kt to B 3
6. P to K 5, &c.	

Let us now examine the consequences of Black's playing 8. B to K 3, instead of 8. K to B square, as in the previous variation.

8. B to K 3

9. Kt to K Kt 5

The German *Handbuch* now gives 9. Castles, and continues—

10. R takes B / P takes R — 11. P to B 7 (ch) / K to R square — 12. Q to R ; &c.

White may also win as follows—

9. Castles — 10. Q to R 5 / P to R 3 — 11. Kt takes B / P takes B — 12. Q takes B, having gained a piece.

In preference to Castling at the ninth move, Mr. Staunton recommends 9. Q to Q 4 as establishing a more secure defence. In this case, however, White appears to gain some advantage by the following train of play :—

	9. Q to Q 4
10. Q Kt to B 3	10. Q to K B 4
11. Q Kt to K 4	11. B to Q Kt 3

If 11. Castles Q R, White wins the exchange, at least, *e.g.*—

11. Castles Q R — 12. P to K Kt 4 / Q to Q 4 — 13. P takes Kt P / R to K Kt square — 14. Kt to K B 6, &c.

12. Kt takes B	12. P takes Kt
13. P to B 7 (ch)	13. K or Q takes P

14. Kt to K Kt 5, with a winning position.

In the second place—

	5. B takes Q P
6. Kt takes B	6. P takes Kt

If 6. Kt takes Kt — 7. P to K B 4 / P to Q 3 — (If 7. Q Kt to B 3 / B takes B P (ch) 8. &c.) — 8. P takes P / P takes P — (If 7. B to K Kt 5 / 9. ——, with a good opening. Compare a game between Messrs. Staunton and Cochrane ("Companion," p. 253), where the same position is brought about by a different series of moves.

7. P to K 5	7. P to Q 4
8. P takes Kt	8. P takes B
9. P takes Kt P	9. R to K Kt square
10. Q to R 5	10. Q to K B 3
11. R to K square (ch)	11. B to K 3
12. B to K Kt 5	12. Q to K Kt 3
13. Q takes Q	13. P takes Q

14. B to K B 6, with the better game. (Compare "Schachzeitung," 1853, p. 217.)

CHAPTER V.

THE SCOTCH GAMBIT.

1. P to K 4 — P to K 4
2. K Kt to B 3 — Q Kt to B 3
3. P to Q 4 — ———

GAME I.

3. ——— — Kt takes P
4. Kt takes Kt — ———

4. Kt takes K P — ———

GAME II.

3. ——— — P takes P
4. B to Q B 4 — B to Q B 4

4. ——— — B to Q Kt 5 (ch)

4. K Kt to B 3 — ———

4. P to Q 3 — ———

GAME III.

4. B to B 4 — B to B 4
5. Kt to K Kt 5 — ———

THE first notice of this interesting opening occurs in the early Italian writers, Ercole del Rio and Lolli, but it received little attention until its occurrence in the celebrated match by correspondence between Edinburgh and London, after which it soon became a general favourite. It seems, however, to have lost

some of its popularity, since the discovery by Jaenisch that, when properly conducted and opposed, it is identical with the Giuoco Piano.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. P to Q 4	

Black must now take the Pawn with Knight or Pawn—any other move seems to yield him an inferior game.

3. Kt takes P

The Italian writers consider this Black's best reply —modern authorities prefer taking Pawn with Pawn, for the consequences of which see Game II.

White may now play either 4. Kt takes Kt, or 4. Kt takes K P.

In the first place:—

4. Kt takes Kt	4. Kt takes Kt
5. Q takes Kt	5. Kt to K 2

If 5. Q to K B 3, 6. P to K 5, &c.

6. B to Q B 4	6. Kt to Q B 3
7. Q to Q 5	7. Q to K B 3

The above constitute the opening moves of the game between Edinburgh and London. The former now

played 8. Q Kt to B 3, to which their opponents replied with 8. B to Q Kt 5, with an even game.

The first players should rather have moved 8. Castles, in which case, as Mr. Staunton remarks ("Handbook," p. 74), Black would have had no favourable opportunity of bringing their King's Bishop into the field.

In the second place:—

4. Kt takes K P — 4. Kt to K 3 (best)

If 4. B to Q B 4, 5. B to Q B 4 — Kt to K 3, 6. B takes Kt — P takes B, 7. Q to K R 5 (ch), &c.

5. B to Q B 4

5. P to K B 4 occurs in a game between MM. La Roche and De Riviere, which seems to merit attention. Black's best reply seems to be 5. B to Q B 4, upon which White rejoins with 6. K Kt to B 3. For a full analysis of this variation, see "Praxis," p. 215.

5. P to Q B 3 (best)

If 5. P to Q 3, the following is probable:—

6. B to Q Kt 5 (ch) — P to Q B 3
7. Kt takes Q B P — P takes Kt (best)
8. B takes P (ch) — B to Q 2
9. B takes R — Q takes B
10. Q Kt to B 3 — K Kt to B 3
11. P to K B 3rd

Even game.

6. B takes Kt — 6. Q to Q R 4 (ch)
7. Q Kt to B 3 — 7. Q takes K Kt

8. B to Q Kt 3	8. B to Q B 4
9. Castles	

And the game is about even.

Instead of 6. B takes Kt, as in the above variation, White might obtain a powerful but hazardous attack by 6. Kt takes K B P, as suggested by Mr. Cochrane. The following is given as the correct defence in the German *Handbuch*:—

6. Kt takes K B P / K takes Kt	7. B takes Kt (ch) / K takes B	8. Castles / P to Q 4
9. R to K square / K to B 2	10. B to K 3 / B to Q Kt 5	11. P to Q B 3 / B to R 4
12. B to Q 4 / K Kt to B 3	13. P to K 5 / Kt to K 5	14. P to K B 3 / Kt to K Kt 4
15. P to K B 4 / K to K 5	16. P to K B 5 / R to K B square	17. P to K 6 (ch) / K to Kt square

With a winning game.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. P to Q 4	3. P takes P
4. B to Q B 4	

Retaking the Pawn with Knight at once is considered inferior to the move in the text, on account of the following simple line of defence:—

4. Kt takes P / B to B 4, 5. Kt takes Kt / Q to K B 3, &c., and the game is perfectly even.

We cannot, however, pass over the variation springing from 4. Kt takes K P, without calling attention to Mr. Pulling's move of 4. Q to K R 5, and the beautiful rejoinder of 5. Kt to Q Kt 5, invented by Mr. Horwitz, which, however, was first theoretically developed in the "Handbook," p. 170.

4. Kt takes Q P / Q to K R 5, 5. K Kt to Kt 5, (If 5. Q to Q 3 / Kt to K 4, and if 5. Q Kt to B 3 / B to Q Kt 5, in each case with the better game.) 5. ——— / B to Q B 4.

(5. ——— / Q takes K P, as recommended by the *Schachzeitung*, is inferior, as White replies with 6. B to K 2, and, on Black moving 6. ——— / K to Q square. 7. Castles, &c.)

6. Q to K B 3 / Q Kt to Q 5, 7. Kt takes P (ch) / K to Q square, 8. Q to K B 4 / Kt takes P (ch).

9. K to Q square / Q takes Q, 10. B takes Q. The "Handbook" now gives

10. ——— / Kt takes R, 11. Kt takes R, which decidedly gives the advantage to White. We prefer, however, the following continuation, which occurred between the clubs of Berlin and Potsdam:—

10. ——— / P to Q 3, 11. Kt takes R / Kt takes R, 12. Q Kt to B 3 / B to K 3. The position is in White's favour

We will now return to the original game, where White plays 4. B to B 4.

4. B to B 4

This is now acknowledged to be Black's best reply. He has, however, the option of three other lines of play, viz.—

1. 4. B to Q Kt 5 (ch), 2. 4. K Kt to B 3, and 3. 4. P to Q 3,

which we will briefly examine.

Firstly—

4. B to Q Kt 5 (ch)

5. P to Q B 3 — 5. P takes P

6. Castles

6. P takes P, as suggested by Mr. Cochrane, is also a good move at this juncture. The principal objection to it seems to be the confinement it entails on the Q Kt.

6, P to Q 3

6. P to Q B 7, as given by the "books," clearly leads to the same result.

7. P to Q R 3 — 7. B to R 4

8. P to Q Kt 4 — 8. B to Kt 3

9. Q to Q Kt 3 — 9. Q to K B 3

10. Q Kt to B 3 — 10. B to K 3

11. Kt to Q 5, with an excellent game.

Secondly—

4. K Kt to B 3

5. Kt to K Kt 5

This is preferable to 5. P to K 5, to which Black replies with 5. P to Q 2, reducing the game to a form of the Giuoco Piano.

White may also play 5. B to K Kt 5, with advantage. For some examples of this, see "Companion," p. 240-4.

5. P to Q 4

If 5. Q Kt to K 4, 6. B to Kt 3 (best), &c.

6. P takes P	6. Q to K 2 (ch)
7. K to B square	7. Q Kt to K 4 (best)
8. Q takes P	8. P to K R 3

9. K Kt to K 4, having gained a Pawn.

The above variation is given by Jaenisch.

Thirdly—

4. P to Q 3

and the position is identical with a form of the Philidor, which we arrive at by

1. P to K 4 — P to K 4; 2. K Kt to B 3 — P to Q 3; 3. P to Q 4 — P takes P; 4. B to B 4 — Q Kt to B 3, &c.

Having disposed of these three unsatisfactory replies, we will consider the consequences of Black's adopting the recognised move of 4. B to B 4.

5. Castles

(For 5. Kt to Kt 5, see Game III.)

If 5. P to Q B 3, Black's best reply, as was first

pointed out by M. Jaenisch, is 5. K Kt to B 3, resolving the game into the main variation of the Giuoco Piano. Previous to this discovery, the usual reply to 5. P to Q 3, was 5. P to Q 6th, which leads to some interesting variations, *e.g.*—

5. P to Q B 3 / P to Q 6th — 6. P to Q Kt 4 / B to Kt 3 — 7. P to Kt 5.

The English "Handbook" makes Black now play 7. Q to K 2, which was first adopted by Mr. Harrwitz in a game with Mr. Staunton (see "Handbook," p. 159), with the following continuation:—

7. Q to K 2 — 8. Castles (best) / Kt to K 4 — 9. Kt takes Kt / Q takes Kt

10. Q to Q Kt 3 / Q to K 2 — 11. P to K 5, with a fine game.

Instead, however, of 7. Q to K 2, as in the above variation, Da Lazs prefers the natural-looking move of 7. Kt to Q R 4, *e.g.*—

7. Kt to Q R 4 — 8. Q takes Q P / P to Q 4 — 9. P takes P / Q takes P

10. Castles / B to K 3 — 11. Q to B 2 / Castles, and Black has certainly no inferiority of position.

For 5. K Kt to B 3, see Max Lange's Attack in the Giuoco Piano, where the same position is brought about.

In reply to 5. P to Q 3, White has the option of three lines of attack, viz., 6. P to Q B 3rd, and the somewhat unusual moves of 6. P to Q Kt 4, and 6. Kt to K Kt 5.

In the first place—

6. P to Q B 3rd	6. K Kt to B 3rd

and we again arrive at a form of the Giuoco Piano, through a different series of moves.

The second player might also move 6. B to K Kt 5, with the same result.

Instead of either 6. K Kt to B 3, or 6. B to K Kt 5, the "books" make Black play 6. P takes P, which admits of White obtaining an immmdiate attacking position by 7. Q to Q Kt 3. The usual move of 7. Q Kt takes P is inferior, on account of Black's rejoinder of 7. K Kt to K 2, retaining a Pawn more, with an equal position.

In the second place—

6. P to Q Kt 4

This move occurred, we believe, for the first time between Mr. Morphy and an amateur, at the odds of a Knight. It has been recently tested in actual play by Mr. Fraser, who appears to have a high opinion of its merits, and has suggested the appropriate designation of the "SCOTCH-EVANS."

	6. B takes P
7. P to Q B 3rd	7. B takes P

In the note to a game which appeared in the *Illustrated London News*, March 24, 1860, 7. P takes P is recommended in preference to the move in the text. We believe, however, 7. B takes P will be found to establish a surer line of defence, *e.g.*—

8. Q to Q Kt 3rd	8. Q to K B 3 (best)
9. R to K square	

It does not appear that White has any better move for maintaining the attack. If 9. Q to K 5, 9. Kt takes P, with the better game.

	9. K Kt to K 2
10. P to K 5	

Neither 10. B to K Kt 5 nor 10. B to Q R 3 seem of any avail.

	10. Kt takes P (best)

(If 10. P takes P ———, White wins easily, *e.g.*—

11. B to K Kt 5 / Q to K Kt 3 ——— 12. B takes K Kt / Kt takes B ——— 13. Kt takes K P ———, and wins.

11. Kt takes Kt	11. P takes Kt

and Black can Castle with a great superiority in force and position.

We will now consider the consequences of Black taking Pawn with Pawn at the 7th move.

	7. P takes P
8. Q to Q Kt 3	8. Q to K 2
9. B to Q Kt 5	9. B to Q B 4

Black appears to have no better reply.

10. Q Kt takes P	10. B to K 3
11. Kt to Q 5	11. Q to Q 2
12. B to Q Kt 2,	

With a fine attacking position.

In the third place:—

6. Kt to K Kt 5th

The attack resulting from this line of play is very strong and embarrassing, but with the best defence is unfavourable for the first player.

6. Kt to K R 3rd

He may also play, but with less advantage, 6. Q Kt to K 4, *e.g.*—

6. Q Kt to K 4 — 7. B to Q Kt 3 / Kt to K R 3rd (If 7. ——, then P to K R 3rd

8. P to K B 4, &c.) — 8. P to K B 4 / Q Kt to K Kt 5 — 9. Q to K square (best).

We prefer White's game.

7. P to K B 4 — 7. B to K Kt 5

If 7. ——, the following continuation is probable :—
P to Q 6 (dis ch)

8. K to R square / P takes Q B P — 9. Q takes P / Kt to Q 5 — 10. Q to Q B 3.

If Black now play 10. B to K 3 / P to K B 3, White rejoins with 11. ——,

with a winning position.

In reply to 7. B to K Kt 5, White appears to have no good move at command. If he play 8. B takes K B P (ch) then 8. K to K 2, winning a piece.

If 8. Kt to K B 3rd, then 8. P to Q 6 (ch) — 9. K to R square / Kt to Q 5, &c.

Finally, if he move either 8. Q to Q 3, or 8. Q to K square, Black may win the "exchange" by 8. B to K 7.

GAME III.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. P to Q 4	3. P takes P
4. B to B 4	4. B to B 4
5. Kt to Kt 5	5. Kt to K R 3

5. Q Kt to K 4 is greatly inferior. The following occurred between Messrs. Cochrane and Deschappelles. ("Handbook," p. 176.)

5. Kt to K 4	6. Kt takes B	7. B to Kt 5 (ch)
8. P takes P	9. B takes P (ch)	10. K takes Kt
11. K to B square	12. P to Q 3	13. P to K 5

With a fine game.

6. Kt takes K B P

White might also play 6. Q to K R 5, which, unless correctly opposed, yields him a strong attack. The following continuation, which occurred between Herr Kolisch and the writer, seems to embody a satisfactory defence :—

6. Q to K 2	7. P to Q 3	8. B to Q 2	9. Castles Q R,

and Black preserves the gambit Pawn, with a fine position.

	6. Kt takes Kt
7. B takes Kt (ch)	7. K takes B
8. Q to K R 5 (ch)	8. P to Kt 3
9. Q takes B	

The correct reply to White's 9th move was for a long time a moot point among the authorities. Mr. Cochrane, who was the first to call attention to the theoretical difficulties of this defence, recommends 9. Q to K 2 at this juncture. This was, however, soon abandoned as unsatisfactory, and 9. P to Q 3 universally accepted instead. The following is the usual continuation :—

9. P to Q 3 — 10. Q to Q Kt 5 (best) P to Q R 3 — 11. Q to Q 3 K to Kt 2 — 12. Castles B to K 3

13. P to Q B 3 Q to K B 3 — 14. B to Q 2. This last move is the invention of Mr. Staunton, and seems to give the first player an immediate advantage. (See "Handbook," p. 161.) Instead of 11. K to Kt 2, as in the example just examined, Da Laza, "Schachzeitung," 1848, p. 79, gives the following:—

11. P to Q 4 — 12. Castles P takes K P — 13. Q takes K P K R to K square

14. Q to K B 4 (ch) K to Kt square — 15. Q to R 6, &c.

This line of play, although approaching the correct defence, as we shall see below, is still far from satisfactory, as it leaves the first player with a decidedly superior game.

We owe the true defence of this form of the Scotch Gambit to Mr. Schumoff, who, with the assistance

of Major Jaenisch, published a very able analysis of this interesting position (*see* "Chess Players' Chronicle," vol. xi.), from which we extract the following variations:—

9. P to Q 4

According to the analysis above referred to, White has now the choice of five lines of play, viz.—

1.	2.	3.
10. Q takes P	10. P takes Q P	10. P to K 5

4.	5.
10. P to K B 3	10. Q Kt to Q 2, *e.g.*—

Firstly—

10. Q takes P (ch)	10. Q takes Q
11. P takes Q	11. K R to K sq (ch)
12. K to Q sq (best)	12. Kt to Q Kt 5
13. B to Q 2	

If 13. P to Q B 4	14. Kt takes P	15. P to Q R 3
P takes P (*en pass.*)	B to K B 4	Kt takes P

16. Kt takes Kt to R to Q square, &c.

	13. Kt takes Q P
14. Q Kt to R 3	14. B to K B 4
15. R to K square, with a very inferior game.	

If 15. Q Kt to Kt 5	16. Kt takes Q P	17. Kt takes B
Q R to Q square	Kt to B 5	R to K 7, and wins.

Secondly—

10. P takes Q P	10. R to K square (ch)
11. K to Q square	11. K R to K 4
12. P to Q B 4	12. Q to R 5

13. Q to Q R 3 (best)	13. B to Kt 5 (ch)
14. P to B 3	14. Q to K B 7
15. B to Q 2	15. Q takes K Kt P

If 15. $\frac{\text{Q to Q 3}}{\text{Kt to Kt 5}}$, &c.

16. K R to K square	16. B takes P (ch)

and wins.

Thirdly—

10. P to K 5	10. K R to K square
11. P to K B 4	11. Kt takes P
12. P takes Kt	12. R takes P (ch),

and wins.

Fourthly—

10. P to K B 3	10. P takes P
11. P takes P	11. Q to R 5 (ch)
12. K to B square (best)	12. K R to B square
13. Kt to Q 2 (best)	13. K to Kt 2 (dis ch)
14. Kt to B 3	14. Q takes P,

with a Pawn more and a better position.

Fifthly—

10. Q Kt to Q 2	10. K R to K square
11. P to K B 3	11. P takes P
12. Kt takes P (best)	12. Q to R 5 (ch)
13. K to B square (best)	13. R to K 4

If now 14. $\frac{\text{Q B to Kt 5}}{\text{R takes Q}}$, 15. $\frac{\text{B takes Q}}{\text{R takes Kt P}}$, &c.

If 14. $\frac{\text{Kt to Kt 5 (ch)}}{\text{K to Kt 2}}$,

in both cases, with a superior game.

In addition, however, to these five moves just examined, there is another line of play which appears to have escaped the notice of the authors of the analysis in question, but which apparently neutralizes in some degree the defence of 9. P to Q 4, *e.g.*—

10. Castles (best) 10. B to K 3

If 10. P takes P, the following is a probable continuation:—

11. P to Q B 3 — R to K square (best) 12. P takes P — Q takes P 13. Q to K Kt 5 — B to K B 4

14. B to Q 2 — Kt to K 4 15. B to Q B 3, &c.

11. P to Q B 3 11. P takes K P

The German *Handbuch* now continues—

12. P to K B 3 — P to K 6 13. P takes P — P to K 7 14. R to K square — Q takes P (ch), &c.,

which is justly condemned by Mr. Staunton ("Praxis," p. 219), who recommends instead,

12. P takes P — Q takes P 13. Q to K Kt 5, &c.,

as in the previous example.

CHAPTER VI.

THE QUEEN'S BISHOP'S PAWN'S OPENING IN THE KING'S KNIGHT'S GAME.

1. P to K 4 — P to K 4
2. K Kt to B 3 — Q Kt to B 3
3. P to Q B 3 —

3. ———— GAME I.
P to K B 4

3. ———— GAME II.
P to Q 4

3. ———— GAME III.
K Kt to B 3

THIS interesting variety of the King's Knight's Game appears to have been altogether unknown to the earlier writers on the game. It is, we believe, first noticed by Ponziani, who devotes a brief analysis to it in connexion with the counter-gambit 3. P to K B 4; but it never received the attention it merited until the publication of Mr. Staunton's "Handbook."

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. P to Q B 3	3. P to K B 4

This counter-gambit, of which we have the first mention in "Ponziani," 1782, p. 114, gives rise to many interesting variations, but it is inferior as a defence to either

3.——— (P to Q 4), or 3.——— (K Kt to B 3),

which will be examined respectively in Games II. and III.

4. P to Q 4 — 4. P to Q 3.

This is decidedly Black's best reply. Taking Pawn with Pawn yields him a very inferior position, *e.g.*—

4.——— (B P takes P) 5.——— (Kt takes K P, Kt to K B 3) 6.——— (B to Q Kt 5, P to Q R 3)

7.——— (B takes Kt, Q P takes B) 8.——— (B to K Kt 5, B to K 3) 9.——— (Q Kt to Q 2, B to K B 4)

10.——— (Q to Q Kt 3), with a manifest advantage.

5. Q P takes P — 5. P takes K P

6. K Kt to Kt 5 — 6. P to Q 4.

Black may also play 6. Q Kt takes P, which is touched upon in both the English and German Handbooks, but left without analysis. The following seems a probable continuation:—

6.——— (Kt takes K P) 7.——— (Kt takes K P, K Kt to B 3) 8.——— (B to K Kt 5, B to K 2)

9.——— (B takes Kt, B takes B) 10.——— (P to K B 4, Kt to K B 2) 11.——— (B to Q B 4), with a slightly superior game.

7. P to K 6

The position here is closely akin to a leading form of the Philidor's Defence, the only difference being that White has a Pawn and Black a Knight on each of their Q B 3rd squares.

In reply to 7. P to K 6, Black may play either 7. Kt to K R 3, or 7. Q Kt to K 4.

In the first place:—

	7. K Kt to R 3
8. B to Q Kt 5	

This move is given in the German *Handbuch*. The "Praxis" suggests 8. P to K B 3, but, in the latter case, Black apparently might relieve himself from all pressure by 8. P takes P, and on the Queen retaking, 9. Q Kt to K 4, &c.

	8. Q to Q 3
9. P to Q B 4	9. P takes P
10. B takes P	10. Q takes Q (ch)

and the game is about even.

The above variation occurs in the *Handbuch*, but we are of opinion that instead of 9. P to Q B 4, White might play with more advantage 9. Q to R 5 (ch), and, on the Pawn being interposed, 10. Q to K R 3. The position is worthy of attention.

In the second place—

	7. Q Kt to K 4
8. Q to Q 4	

8. P to K B 4 ——— is inferior, *e.g.*—

8. P to K B 4 / P takes P (*en pass.*)	9. P takes P / B to K 2	10. P to K B 4 / B takes Kt
11. P takes B / Q B takes P	12. Q to K 2 / Q to Q 3	13. B to K B 4 / Kt to Q 6 (ch)

with the better game.

8. Q to Q 3

9. Q Kt to R 3

With a fine attack, as Black cannot avoid the double threat of Kt to Q Kt 5, and B to K B 4.

The above variation occurred in a game between Messrs. Zitogorski and Green. Compare "Chess Players' Chronicle," 1856, p. 58, 161.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. P to Q B 3	3. P to Q 4

3. P to Q 3 is very inferior, as White may reply with either 4. P to Q 4, or 4. B to Q Kt 5 reducing the opening to a form of the Ruy Lopez, in either case with a superior game.

In reply to 3. P to Q 4, White has the choice of two distinct lines of play—viz., 4. B to Q Kt 5, and 4. Q to Q R 4, which we shall examine in turn.

In the first place—

4. B to Q Kt 5 4. P takes K P

5. Kt takes K P	5. Q to Q 4 (best)
6. Q to Q R 4	6. K Kt to K 2
7. P to K B 4	7. P takes P (*en pass.*)
8. K Kt takes P	8. P to Q R 3
9. B to B 4	9. Q to K 5 (ch)
10. K to B 2	10. B to K 3
11. P to Q 3	

We rather prefer White's game.

In the second place—

4. Q to Q R 4	4. P takes K P

The "Praxis," p. 238, gives 4. $\overline{\text{Q to Q 3}}$ as Black's best reply. Compare "Chess Players' Chronicle," 1856, p. 216.

5. Kt takes K P

If 5. $\frac{\text{Q takes P}}{\text{K Kt to B 3}}$, 6. $\frac{\text{Q to K 3}}{\text{B to Q 3}}$ 7. $\frac{\text{B to Q Kt 5}}{\text{Castles}}$, even game.

	5. Q to Q 4
6. Kt takes Kt	6. P takes Kt
7. B to B 4	7. Q to Q 2
8. Castles	8. K Kt to B 3

and the positions are about even.

GAME III.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. P to Q B 3	3. K Kt to B 3

This, as we shall endeavour to prove, is the best possible reply to White's 3rd move.

4. P to Q 4

White might also play 4. B to Q Kt 5, resolving the opening into a form of the Ruy Lopez Knights' game.

Black has now the choice of three lines of defence, viz.—

1. 4. P to Q 3, 2. 4. P to Q 4, and 3. 4. Kt takes K P,

which we shall touch upon in turn.

In the first place—

4. P to Q 3

This is an objectionable defence, as it leads to a class of positions analogous to that of the Philidor defence to the King's Knight's Opening.

5. P to Q 5	5. Q Kt to K 2
6. B to Q 3	6. Kt to K Kt 3
7. P to K R 3	7. B to K 2
8. Q B to K 3	

With a fine open game.

The above moves occurred in a consultation game between the Clubs of Oxford and Manchester. (*See* "Chess Players' Chronicle," vol. iii., second series, p. 245.)

For another example of this defence, compare "Handbook," p. 190.

In the second place—

4. P to Q 4

This defence, which first occurred between Captain Kennedy and Mr. Lowe, "Chess Players' Chronicle," vol. viii., p. 336, was subsequently brought into vogue by Mr. Brien, in his matches with Messrs. Jansens and Falkbeer. Compare "Chess Players' Chronicle," second series, vol. iii., p. 32.

5. B to Q Kt 5 (best) 5. Kt takes K P

Black may play also, but we believe with less advantage, 5. B to Q 2, or 5. P takes Q P, *e.g.*—

Firstly—

5. B to Q 2 — 6. P takes Q P, P to K 5 — 7. B takes Kt, P takes B

8. P takes P, B takes P — 9. Kt to K 5, having gained a Pawn, with a superior position.

Secondly—

5. P takes Q P — 6. P to K 5, Kt to K 5 — 7. Kt takes Q P (best), B to Q 2 (best)

8. Q to Q Kt 3, Kt takes Kt — 9. B takes B (ch), Q takes B — 10. P takes Kt, with the better game.

6. Kt takes K P 6. B to Q 2 (best)

7. Q to Q Kt 3 (best)

In a game between Messrs. Brien and Falkbeer, the latter continued

7. Kt takes Q B, Q takes Kt — 8. Q to Q R 4, K B to K 2 — 9. Castles, Castles (K R) — 10. Kt to Q 2, Kt to Q 3.

Even game.

7. K Kt to B 3

This retreat is suggested by Mr. Fraser, and has the approbation of Mr. Lowenthal (American "Chess Monthly," 1860, p. 231).

The German *Handbuch* gives—

7. K Kt to Q 3, continuing, 8. B takes Kt / B takes B, 9. Castles / B to K 2. Even game.

In lieu of either of these moves, Black obviously cannot play 7. Kt takes Kt, on account of 8. Q takes Q P, regaining the piece and winning a clear Pawn. In the opinion, indeed, of Messrs. Lowenthal and Fraser, this capture ought to lose Black a piece; but this appears to be a miscalculation, as he may always escape with the loss of a Pawn.

8. B to K Kt 5 — 8. B to K 2 (best)

In Mr. Fraser's analysis, Black is made to play—

8. P to Q R 3 — 9. B takes K Kt / P takes B — 10. B takes Kt / B takes B

11. Kt to Q 3, with an unquestionable advantage.

9. B takes K Kt — 9. P takes B

If 9. B takes Kt, then 10. Q takes Q P, &c.

10. B takes Kt — 10. P takes B

11. Kt to K B 3

and White's game is somewhat preferable.

In the third place—

4. K Kt takes K P

This, if properly followed up, is decidedly superior to any of the moves previously examined.

5. P to Q 5

Recommended by Jaenisch as best to maintain the attack. If 5. P takes K P, the game is resolved into a form of the Giuoco Piano.

5. Q Kt to K 2

Jaenisch gives 5. Kt to Kt square, which, we believe, will be found preferable to playing him to K 2nd.

6. Kt takes P	6. Kt to K Kt 3
7. Kt takes Kt	7. R P takes Kt
8. B to Q 3	8. Kt to K B 3
9. B to K Kt 5	

This strong move first occurred in a game between Messrs. Jansens and Brien. 9. P to Q B 4 is greatly inferior. (*See* "Chess Players' Chronicle," vol. iii., second series, p. 97.)

	9. B to K 2
10. B takes Kt	10. P takes B
11. Q to K 2 (ch)	11. K to B square

After the advance of the P to Q 5, and the retreat of the Kt to K 2, we do not see how the defence could be much improved, and yet we should imagine that there can be no question that White has now much the better game. The attack consequent on 5. Q Kt to K 2, seems as strong and enduring as that of the Ruy Lopez Knights' Game.

We owe the true defence to Mr. G. B. Fraser, a

talented amateur of Dundee, of great skill as an analyst, who, as far back as 1853, suggested to the writer the practicability of replying to 5. P to Q 5 with 5. B to Q B 4, leaving the Knight *en prise*. Mr. Fraser subsequently published an analysis of the move in question in the *Era*, March, 1855, where he, in our opinion, establishes the soundness of the defence.

The following pages will be found to contain the substance of this analysis, together with some unpublished variations which have been kindly placed at our disposal by the author.

5. B to Q B 4

White has now four replies at command, viz.—

1. B to K 3 — 2. Q to Q R 4 — 3. P takes Q Kt — 4. Q to K 2

6. ———, 6. ———, 7. ———, and, as recommended by Herr Lowenthal, 7. ———.

In the first place:—

6. B to K 3	6. B takes B
7. P takes B	7. Kt to Q Kt square
8. B to Q 3	8. Kt to Q B 4

This is Black's best reply. 8. Kt to Kt 4 is greatly inferior, *e.g.*—

8. Kt to Kt 4 — 9. Kt takes K P (best) — Q to K 2 — 10. Kt to Q B 4 (best) — P to Q Kt 4 (best)

11. K Kt to Q R 3 — Q takes P (ch) — (If 11. P to Kt 5, 12. Kt to Kt 5, &c.)

12. Q to K 2 — Q takes Q (ch) — 13. K takes Q, with a superior game.

9. Kt takes K P	9. Q to K 2
10. Kt to Q B 4	10. P to Q Kt 4
11. Kt to Q R 3	11. Q takes P (ch)
12. B to K 2	12. Q Kt to K 5

with a winning position.

The *Handbuch* gives 12. P to Q R 3, but the move in the text seems stronger.

In the second place:—

6. Q to Q R 4	6. Kt takes K B P
7. R to K Kt square	7. P to K 5th

The *Handbuch* continues—

7. Q Kt to K 2 — 8. P to Q Kt 4 / Kt to Q 6 (ch) — 9. B takes Kt / B takes P

10. Kt takes B / Kt takes Q P

Black has the better game.

We believe, however, that the move in the text, which is the invention of Mr. Fraser, may be played with perfect safety, if not with marked advantage.

8. Kt to Q 4

If 8. Kt to Q 2, 8. Q to R 5, and wins, as in the main variation given below.

If 8. P takes Q Kt, 8. P takes Kt — 9. P takes K B P / Q to K 2 (ch)

10. B to K 2 / Kt to Q 6 (ch), 11. K to Q square / Kt takes Q B, and wins.

8. Q to K R 5

9. P to K Kt 3

If any other move, Black wins by Kt to Q 6 (ch).

9. Q takes K R P

10. R to K Kt 2

If White take Knight with Pawn, Black replies with

10. Q takes R, and 11. Kt to Q 6 (ch), &c.

10. Kt to Q 6 (ch)

11. K to Q square

Again, if 11. B takes Kt, 11. Q takes R.

11. Q to R 4 (ch)

with a winning position.

In the third place—

6. P takes Kt

This is the natural-looking move, and, we believe, the best Black can adopt at this juncture.

6. B takes K B P (ch)

If 6. Kt takes K B P, which occurred between Messrs. Brien and Falkbeer, the following is probable :—

6. Kt takes B P 7. Q to Q 5 8. P takes Kt P

7. P to Q 3 8. Q B takes P

9. Q takes Q B, and should win.

7. K to K 2 7. Q Kt P takes P

8. Q Kt to Q 2

This, according to Mr. Fraser, is White's best reply.

We prefer 8. Q to Q R 4, followed by 9. Q Kt to Q 2, which is also noticed in his analysis of the opening, and will be touched upon anon.

We may remark here that 8. Q to Q 3 and 8. Q to B 2 are greatly inferior, *e.g.*—

Firstly—

8. Q to Q 3 / P to Q 4 — 9. B to K 3 / P to Q R 4 — 10. P to Q Kt 3 / B to R 3 (ch)

11. P to Q B 4 / Kt to Q B 4 — 12. B takes Kt / B takes B — 13. Q to K B 5 / Castles

14. K to K square / B to B square — 15. Q to R 5 / P to K 5, and should win.

Secondly—

8. Q to Q B 2 / P to Q 4 — 9. Q Kt to Q 2 / Kt takes Kt — 10. Q B takes Kt / B to Q Kt 3

If 11. Kt takes K P / Q to K 2 — 12. R to K square / B to Kt 5 (ch), and wins.

8. B to Q R 3 (ch)
9. P to Q B 4 — 9. Kt takes Kt
10. Q takes Kt

White may also play here—

10. 1. Q to R 4, — 2. B takes Kt, — 3. Kt takes Kt, —

and 10. 4. K takes B, *e.g.*—

Firstly—

10. Q to Q R 4 / Kt to K 5 — 11. Q takes Q B / Castles — 12. B to K 3 / R to Q Kt sq &c.

Secondly —

10. $\frac{\text{B takes Kt}}{\text{B to Q B 4}}$ (superior to 10. $\frac{\quad}{\text{B to Q Kt 3}}$, as given by Mr. Fraser), 11. $\frac{\text{Q to Q R 4}}{\text{P to K 5}}$ 12. $\frac{\text{Q takes B}}{\text{P takes Kt (ch)}}$ 13. $\frac{\text{P takes P}}{\text{Castles}}$ 14. $\frac{\text{K to K square}}{\text{Q to K B 3}}$, &c.

Thirdly—

10. $\frac{\text{Kt takes Kt}}{\text{B to Kt 3}}$ 11. $\frac{\text{Q to Q R 4}}{\text{B to Q Kt 2}}$ 12. $\frac{\text{K to Q square}}{\text{P to Q 4}}$, and the Pawns should win.

Fourthly—

10. $\frac{\text{K takes B}}{\text{Kt takes Kt}}$ (not 10. $\frac{\quad}{\text{Kt takes Q B P}}$, on account of 11. $\frac{\text{P to Q Kt 3}}{\quad}$) 11. $\frac{\text{Q takes Kt}}{\text{B takes Q B P}}$ 12. $\frac{\text{B takes B}}{\text{Q to R 5 (ch)}}$ 13. $\frac{\text{P to Kt 3}}{\text{Q takes B}}$, having gained four Pawns for a piece.

10. B to Kt 3
11. K to Q square 11. P to K 5
12. Kt to Kt square

If 12. $\frac{\text{Kt to K square}}{\text{P to Q 4}}$ (12. $\frac{\quad}{\text{Q to K B 3}}$ is given in Mr. Fraser's original analysis.) 13. $\frac{\text{P takes P}}{\text{B takes B}}$ 14. $\frac{\text{R takes B}}{\text{P takes P}}$ 15. $\frac{\text{Q to K Kt 5}}{\text{Castles}}$ 16. $\frac{\text{Q takes R}}{\text{Q R takes Q}}$, and again the Pawns should win.

12. Q to K B 3

13. Kt to K R 3	13. P to Q 4
14. B to K 2	14. Castles (Q R),

with a winning game.

Lastly—

6. Q to K 2

This move, in the opinion of Mr. Lowenthal, is preferable to any of those previously examined, and completely baffles Black's attack. We have, however, been favoured by Mr. Fraser with some novel variations, which go far to prove that the force of 6. Q to K 2 has been somewhat over-rated. It is but fair to add that Mr. Lowenthal, in his analysis contributed to the "Chess Monthly," appears to have modified his opinion of its validity.

Black has now two replies to choose from, viz.—

6. 1. Kt takes K B P, and 6. 2. P to K B 4.

In the first place—

	6. Kt takes B P
7. P takes Q Kt	7. Kt takes R
8. B to K 3	8. B to Q 3

8. B takes B is inferior, *e.g.*—

8. B takes B — 9. Q takes B, Castles — 10. P takes Q P, B takes P

11. P to K Kt 3, winning the Knight.

9. P takes Q P (ch)	9. Q B takes P
10. P to K Kt 3	10. P to K 5

11. Kt to Kt square	11. Kt takes Kt P
12. P takes Kt	12. B takes P (ch)
13. B to B 2 (best)	13. B takes B (ch)
14. Q takes B	14. Q to K Kt 4
15. Kt to Q R 3	15. Castles (Q R)

Black has a manifest superiority.

In the second place—

6. P to K B 4

We take this to be Black's best line of play. It is immaterial whether he capture the K B P with Bishop, checking first, and then advance the Bishop's Pawn, as the transposition of the moves leads to the same result.

7. P takes Q Kt

If 7. B to K 3, then 7. B takes B, 8. Q takes B, Kt to K 2

9. Kt takes K P, Kt takes Q P — 10. Q to Q 4, Q Kt to K B 3, &c.

	7. B takes P (ch)
8. K to Q square	8. P takes P (dis ch)
9. K to Q B 2	9. Castles
10. Q to Q B 4 (ch)	10. K to R square (best)

Mr. Lowenthal ("Chess Monthly," 1860, p. 233) makes Black play 10. Q to Q 4, whereupon White captures K P with Kt, remaining with a piece a-head, and the game is consequently dismissed in his favour.

11. Kt takes K P

White has, apparently, no better move at his command.

11. Q to K 2

The first player has now choice of 12. B to K B 4, 12. Kt to Q 3, and 12. Kt to K B 3. The first of these may be speedily dismissed as bad, on account of the rejoinder 12. P to K Kt 4, therefore—

12. Kt to Q 3	12. B to K 3
13. Q to Q Kt 4	

13. Q to Q R 4 appears to be still more disastrous.

	13. P to Q B 4
14. Q takes Q Kt P	14. Q R to Kt square.
15. Q to Q R 6	15. R to Q Kt 3
16. Q to Q R 3	16. B to Q B 5

and will win.

Instead of 12. Kt to Q 3, White, as we remarked above, might also play 12. Kt to K B 3, in which case the following is a probable variation—

12. Kt to K B 3	12. Q B to K 3
13. Q to K 2	

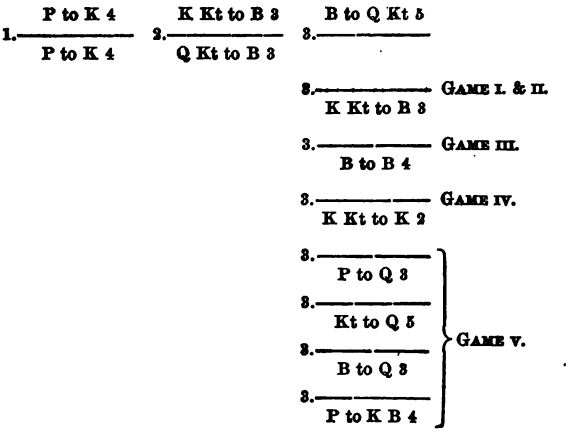
If 13. Q to Q Kt 4 / B to Q B 4, 14. Q takes Kt P / B to Q 4, and should win.

	13. P to K B 5
14. B to Q 2	14. P to Q Kt 4,

and White's game is hopelessly cramped.

CHAPTER VII.

THE RUY LOPEZ KNIGHT'S GAME.


1. P to K 4 / P to K 4
2. K Kt to B 3 / Q Kt to B 3
3. B to Q Kt 5
3. K Kt to B 3 — Game I. & II.
3. B to B 4 — Game III.
3. K Kt to K 2 — Game IV.
3. P to Q 3
3. Kt to Q 5
3. B to Q 3
3. P to K B 4
Game V.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q Kt 5	3. P to Q R 3

Black has the choice of a variety of defences at this juncture. In addition to the move in the text, and

3. K Kt to B 3, which may be transposed without materially altering the result, he may play any of the following, viz.—

3. ——— B to Q B 4, 3. ——— K Kt to K 2, 3. ——— P to Q 3,
3. ——— B to Q 3, 3 ——— Q Kt to Q 5, and 3. ——— P to K B 4;

each of which we shall touch upon anon. *See* Games III., IV., and V.

4. B to Q R 4 (best) 4. K Kt to B 3
5. P to Q 4

For 5. Castles, see Game II. White may also play 5. Q to K 2, in which case the following is probable:—

5. Q to K 2 / P to Q Kt 4, 6. B to Q Kt 3 / B to Q B 4, 7. P to Q R 4 / Q R to Kt sq
8. P takes P / P takes P, 9. Q Kt to B 3 / P to Q Kt 5, 10. Kt to Q 5 / Castles
11. Castles / P to Q 3, 12. P to K R 3 / B to K 3

and the game is about even.

5. P takes P

This move, which we believe to be the best at Black's command, is passed over without analysis in the German *Handbuch*.

Both 5. Q Kt takes Q P and 5. Kt takes K P yield, in our opinion, a somewhat inferior game, *e.g.*—

In the first place—

5. Q Kt takes Q P
6. Kt takes Kt 6. P takes Kt

7. P to K 5	7. Kt to K 5
8. Q takes Q P, &c.	

In the second place—

	5. Kt takes K P
6. P to Q 5	

If now Black retire the Q Kt to Kt square or K 2, White replies with 7. Kt takes K P. On the other hand, if Black play 6. K Kt to Q B 4, the answer is 7. B to Q Kt 3, in each case with a well opened game.

6. P to K 5	6. Kt to K 5 (best)

If 6. Kt to Q 4 / B to Q Kt 3, White obtains an immediate advantage by 7. ———.

7. Castles	

If 7. Q to K 2, then 7. Kt to Q B 4.

	7. Kt to Q B 4
8. B takes Q Kt	8. Q P takes B
9. Kt takes Q P	9. Kt to K 3
10. Kt takes Kt	10. B takes Kt
11. Q to K 2	11. B to Q B 4

and the game is about equal. Compare a *partie* between Messrs. Morphy and Lowenthal, "Morphy's Games," p. 106-7.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3

3. B to Q Kt 5	3. P to Q R 3
4. B to Q R 4	4. K Kt to B 3
5. Castles	5. Kt takes K P
6. P to Q 4	

White's 6th move is recommended by Max Lange as his best line of play, but he may also move 6. R to K square with advantage, *e.g.*—

6. R to K square / Kt to K B 3 — 7. Kt takes K P / Kt takes Kt — 8. R takes Kt (ch) / B to K 2

9. P to Q 4 / Castles — 10. Q to K 2, &c. Compare a game between Messrs. Horwitz and Szen, "Book of the Tournament," 1851, p. 126.

6. B to K 2

7. P to Q 5

If 7. P takes K P / Castles — 8. Q to Q 5 / Kt to Q B 4 — 9. Q B to K 3 / K Kt to K 3. (See "Chess Players' Chronicle," second series, vol. iii., p. 193.)

	7. Kt to Q 5
8. Kt takes Kt	8. P takes Kt
9. Q takes P	9. K Kt to B 3
10. Kt to Q B 3	10. Castles
11. B to Q Kt 3	

with a fine game.

There is, however, another line of defence turning upon the substitution of 3. K Kt to B 3 in place of 3. P to Q R 3 as in the previous examples, *e.g.*—

1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3

3. B to Q Kt 5	3. K Kt to B 3
4. P to Q 4	4. Q Kt takes P
5. Kt takes Kt	5. P takes Kt
6. P to K 5	6. P to Q B 3
7. P takes Kt	7. Q to R 4 (ch)
8. P to Q B 3	8. Q takes B
9. Q takes Q P	9. P takes P
10. Q takes K B P	10. R to K Kt square

and the German *Handbuch* dismisses the game as even.

GAME III.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q Kt 5	3. B to Q B 4

Though frequently adopted, we believe this to be inferior to some of the less usual defences, as it permits the first player to establish his Pawns in the centre, and to prepare for an immediate attack.

4. P to Q B 3

Black has now the choice of three lines of defence, viz.—

4. 1. K Kt to K 2, 4. 2. Q to K B 3, and 5. 3. Q to K 2.

which we will examine *seriatim*.

In the first place—

	4. K Kt to K 2
5. Castles	5. Castles

Black's fifth move has the sanction of the "Books," but 5. K Kt to Kt 3, is preferred by many players.

6. P to Q 4	6. P takes P
7. P takes P	7. B to Kt 3
8. P to Q 5	8. Kt to Q Kt square
9. P to Q 6	

This move is recommended by Jaenisch and the English and German "Handbooks," as leading to the strongest and most lasting attack.

	9. P takes P
10. Q takes P	10. B to Q B 2

In a game between Der Laza and Hanstein, the former now played 11. Q to Q 3, upon which his opponent disentangled his game by 11. P to Q 4.

There is a note in the "Schachzeitung" to the effect that White should rather have retired the Queen to Q R 3rd, in which case Black could not have played 11. P to Q 4, on account of White replying with 12. K R to Q square. The annotator adds, "Indeed, it is not difficult to see that, after the move recommended of 11. Q to Q R 3, Black's game affords no satisfactory defence." (See "Handbook," p. 152).

We believe, however, that Black may, with at least equal advantage, reply to 11. Q to R 3 with 12. P to Q 4 in spite of the formidable rejoinder of 12. R to Q square. The following occurred between the writer and Mr. Green :—

11. Q to Q R 3	11. P to Q 4
12. R to Q square	12. B to Q 3

This appears to nullify the effect of White's move of 12. Q to Q R 3.

13. Q to Q 3	13. P takes P
14. Q takes B	

If 14. Q takes P ———, Black may reply with 14. B to K B 4 ———, or 14. B takes R P (ch) ———, winning the "exchange."

	14. Q takes Q
15. R takes Q	15. P takes Kt

and White has little, if any, advantage.

We believe, however, that White, instead of immediately retaking the Queen's Pawn with Queen, would do better to play 10. B to K B 4, as first recommended by Max Lange, *e.g.*—

10. B to K B 4	10. B to Q B 2
11. Kt to Q B 3	11. P to Q R 3
12. B to Q B 4	12. P to Q R 4
13. B to Q Kt 3	13. B to Q Kt 2
14. B takes Q P	

regaining the Pawn, with a fine game.

In the second place—

4. Q to K B 3

After the second player has brought out his B to Q B 4, we believe this to be the strongest line of defence he can adopt.

5. Castles

Many players prefer 5. P to K 5 at this point, as Black cannot capture the Pawn without losing a piece.

	5. K Kt to K 2
6. P to Q 4	6. P takes P
7. B to K Kt 5	7. Q to K Kt 3
8. B takes K Kt	8. Kt takes B
9. P takes P	9. B to Q Kt 3
10. Q Kt to B 3	

with a finely developed opening. For a good example of this method of conducting the attack from this point, see an excellent game between Messrs. Bird and Smith, *Horæ Divanianæ*, p. 104.

In the third place—

	4. Q to K 2
5. Castles	5. K Kt to B 3

Mr. Boden, in a game with Mr. Morphy, introduced the move of 5. P to K B 3.

The following example of this quaint defence occurred between Messrs. Lowenthal and Morphy :—

5. P to K B 3	6. P to Q 4 / B to Q Kt 3	7. Kt to Q R 3 / Kt to Q square

(Max Lange suggests 7. P to Q 3.)

8. Kt to Q B 4 / Kt to K B 2	9. Kt to K 3 / P to Q B 3	10. Kt to K B 5 / Q to K B 4, &c.

6. P to Q 4	6. B to Kt 3
7. B to K Kt 5	7. P to K R 3
8. B takes Kt	8. P takes B
9. P to Q 5	

with a winning position. (Compare a game between

Messrs. Harrwitz and Lowenthal, "Chess Players' Chronicle," second series, vol. i., p. 332.)

GAME IV.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q Kt 5	3. K Kt to K 2

Black's third move was first given by Lucena (1495), and is, therefore, the oldest known defence to the Ruy Lopez. It was re-introduced a few years back by Mr. Horwitz, and for some time enjoyed a considerable popularity. Generally speaking, it leads to a form of game closely akin to the 3. P to Q 3 defence.

4. Castles

This is, we believe, White's best move, although 4. P to Q B 3 is frequently played at this point. In the latter case, however, Black speedily obtains the better game by

4. $\frac{\text{P to Q B 3}}{\text{P to Q R 3}}$ 5. $\frac{\text{B to R 4}}{\text{P to Q Kt 4}}$ 6. $\frac{\text{B to Kt 3}}{\text{P to Q 4}}$

7. $\frac{\text{P takes P}}{\text{Kt takes P}}$, &c.

	4. P to Q 3
5. P to Q 4	5. P takes P
6. Kt takes P	

6. Q takes P occurs in a game between Messrs. Brien and Falkbeer, *e.g.*—

Q takes P	B takes Kt	Kt to Q 4
6.———	7.———	8.———, &c.
B to Q 2	B takes B	

and the position closely resembles the Philidor Defence to the King's Knight's Game. (See "Chess Chronicle," vol. iii., second series, p. 309.)

	6. B to Q 2
7. Q Kt to B 3	7. Kt takes Kt
8. Q takes Kt	8. B takes B
9. Kt takes B	9. Q to Q 2
10. Q to Q B 3	10. Kt to Q B 3
11. P to K B 4	11. B to K 2
12. B to Q 2	

with a fine game. (See "Chess Chronicle," vol. iii., second series, p. 389.)

GAME V.

UNDER this head we shall briefly touch upon the four remaining defences, *e.g.*—

(I.)	(II.)	(III.)	(IV.)
3.———	3.———	3.———	3.———
P to Q 3	Kt to Q 5	B to Q 3	P to K B 4

In the first place:—

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q Kt 5	3. P to Q 3

This defence leads to a class of positions closely re-

sembling, and frequently identical with, those arising from Philidor's Defence to the King's Knight's Game, and hence offers but little difficulty in examination.

4. P to Q 4	4. P takes P

The move in the text is far preferable to 4. B to Q 2, which is sometimes adopted at this point, *e.g.*—

4. B to Q 2 — 5. P to Q 5. (Better than taking off the Kt with B and then P to Q 5, as recommended by some authorities.) 5. Kt to Q Kt sq.

6. B to Q 3 / B to K 2 — 7. P to Q B 4, and Black has a very cramped position

5. Kt takes P	5. B to Q 2
6. B takes Kt	6. P takes B
7. P to K B 4	

with the better game.

In the second place—

	3. Kt to Q 5
4. Kt takes Kt	4. P takes Kt
5. P to Q 3	5. B to Q B 4
6. Q to K R 5	

White might also play with advantage—

6. Castles / P to Q B 3 — 7. B to B 4 / P to Q 3 — 8. P to K B 4, &c.

	6. Q to K 2
7. B to K Kt 5	7. B to Q Kt 5 (ch)
8. P to Q B 3	8. P takes P
9. P takes P	9. Q to Q B 4
10. B to Q B 4	

with a much better game, for if Black now play—

	10. P to K Kt 3
11. Q to K B 3	11. Q takes B
12. Q takes B P (ch)	12. K to Q square
13. P takes B	

and should win. (*Handbuch*, third edition, p. 184.)

In the third place—

3. B to Q 3

This is termed by Jaenisch the "superlatively close defence."

4. P to Q 4

The *Handbuch* gives 4. P to Q B 3, but we prefer the move in the text.

	4. Q to K 2
5. Castles	5. P to Q R 3
6. B to R 4	6. P to Q Kt 4
7. B to Q Kt 3	7. B to K 2
8. P to Q 5	

with an excellent opening.

Lastly—

3. P to K B 4

This counter-gambit, the invention of Major Jaenisch, has been passed over without notice by most of the authorities.

4. Q to K 2

This is the reply given in the German *Handbuch*. We have seen 4. P to Q 3 played at this point, as in the following fragment between Messrs. Harrwitz and Lowenthal :—

4. $\frac{\text{P to Q 3}}{\text{K Kt to B 3}}$ 5. $\frac{\text{Castles}}{\text{P takes P}}$ 6. $\frac{\text{P takes P}}{\text{P to Q 3}}$

7. $\frac{\text{Q Kt to B 3}}{\text{B to K 2}}$ 8. $\frac{\text{B to Q B 4}}{\text{B to K Kt 5}}$, Black has little, if any, inferiority.

4. P takes P

In a game between Messrs. Staunton and Lowenthal, the latter played 4. Q to K 2, a defence, however, not to be commended, on account of

5. $\frac{\text{Kt to Q B 3}}{\text{P to Q 3}}$ 6. $\frac{\text{P to Q 4}}{\quad}$, &c.

4. P to Q 3 is also bad, as White replies with 5. P takes P, and 6. P to Q 4.

5. B takes Kt	5. Q P takes B
6. Q takes P	6. B to Q 3
7. Kt takes K P	7. Q to K 2
8. P to Q 4	

having gained a Pawn.

CHAPTER VIII.

THE EVANS' GAMBIT.

1. P to K 4 / P to K 4	2. K Kt to B 3 / Q Kt to B 3	3. B to Q B 4 / B to Q B 4	4. P to Q Kt 4	
		4. B takes P	5. P to Q B 3 / B to Q B 4	Games I. to VI.
			5. B to Q R 4	Game VII. and VIII.
		4. B to Q Kt 3		Game IX.
		4. P to Q 4		Game X.

This beautiful *debut*, which was introduced by Capt. W. D. Evans in 1833, was brought into prominent notice in the celebrated match between De la Bourdonnais and McDonnell.

The soundness of the attack has ever been a *questio vexata* among the authorities. Mr. Waller is of opinion that the second player can maintain the Gambit Pawn with no inferior position—and hence, that the opening, though embarrassing in its earlier stages, and feasible enough in ordinary games, cannot be safely adopted in an important contest.

The admirable and almost inexhaustible analysis

published in the "Chess Players' Chronicle" (vols. viii. and ix.) first called general attention to the merits of the opening, and its validity was considered to be satisfactorily established, although good players were still chary of venturing the sacrifice in match games.

The present theory of the opening as settled by recent analysis and the result of actual play, seems to be that the first player can recover the Pawn at the cost of a slight inferiority of position; but that, owing to the variety of resource in the attack, and the care and exactitude demanded in the defence, the chances are greatly in favour of the gambit player.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	4. B takes Q Kt P

Black may also decline the gambit by retiring the Bishop to Q Kt 3rd, or play the counter-gambit of 4. P to Q 4, both of which we shall touch upon in Games IX. and X.

5. P to Q B 3	5. B to Q B 4

For 5. B to Q R 4, see Game VII.

Black might also, as advocated by the late M. Kie-

seritzki, retire the Bishop to Q 3, but it is greatly inferior to either 5. B to B 4, or 5. B to R 4, *e.g.*—

5. B to Q 3 — 6. P to Q 4 — 7. Castles — 8. Kt to Kt 5

P to K B 4

9. ———, with an excellent game. For this variation, compare "Chess Players' Chronicle," vol. xii., p. 299, and vol. xiii., p. 51.; also two games between La Bourdonnais and McDonnell, p. 109.

6. P to Q 4

It is immaterial whether White Castle at this point, or play as in the text.

6. P takes P

7. Castles

White may also play 7. P takes P, for which see Game VI.

7. P to Q 3 (best)

If 7. P takes P, then 8. P to K 5, with a fine game.

If 7. K Kt to B 3, White replies with either 8. B to R 3, or 8. P to K 5, with a winning position.

The consequence of 7. B to Q Kt 3 will be noticed in connexion with 5. B to R 4, see Game VII.

8. P takes P — 8. B to Kt 3

9. B to Q Kt 2

Besides this move, White has the choice of three

other excellent methods of carrying on the attack, viz.—

9.—P to Q 5, 9.—Kt to Q B 3, and 9.—P to K R 3,

which we shall respectively examine in Games II., III., and V.

9. K Kt to B 3

This is acknowledged to be Black's best reply, although 9. K Kt to K 2 may be played without danger.

If he move, instead, 9.—B to K Kt 5, White answers with

10.—B to Q Kt 5. Black has then the choice of four lines of defence.

Firstly, he may retire the B to Q 2, which we believe to be the best play, in which case the following is a likely continuation:—

10.—B to Q 2 — 11.—P to Q 5 — 12.—B takes Kt
Kt to K 4 — P takes B (best)
13.—B takes B (ch) — 14.—Kt takes P — 15.—Q to R 4 (ch)
Q takes B — Q to K 2

and should win.

Secondly, he may play 10.—P to Q 4, which occurred between Messrs. Ranken and Turton, and was continued—

10.—P to Q 4 — 11.—P takes P — 12.—Q Kt to B 3
Q takes P — Q B takes Kt
13.—R to K sq (ch) — 14.—Kt takes Q — 15.—Kt takes B
K to Q square — B takes Q — K R P takes Kt

16.—P to Q 5, &c.

Thirdly, he may move 10.—Q to K B 3, to which White replies with 11.—Q to Q B square.

Fourthly, Von der Laza, in a letter to the "Chess Players' Chronicle," vol. v., p. 317, suggests the following—

10. K to B square — 11. B takes Kt, P takes B — 12. Q Kt to Q 2, P to K B 3, &c.,

and remarks, "Black has not an easy game, but I think he will not lose the Pawn, and that, by degrees, he may come out of the crowd." On this variation, compare "Horæ Divanianæ," and "Chess Players' Chronicle," vol. viii., pp. 265, 281.

In addition to 9. Kt to K B 3, or 9. B to K Kt 5, Black may also reply to 9. B to Q Kt 2 with 9. P to K B 3. White's strongest rejoinder, as shown by Walker, is 10. P to K 5, but 10. P to Q 5 may also be played, as in the following variation between Von der Laza and another:—

10. P to Q 5, Kt to K 2 — 11. P to Q R 4, P to Q Kt 4 — 12. Kt to Q 4, Kt to K Kt 3
13. P to K B 4, Kt to K R 3 — 14. K to R square.

(Walker's "Chess Studies," No. 722.)

We will now revert to our original defence of 9. K Kt to B 3.

White has four methods of continuing the attack, viz.—

1. 10. P to Q 5, 2. 10. Kt to Q 2, 3. 10. Q to Q B 2, and 4. 10. P to K 5,

which we shall examine *seriatim*.

In the first place—

10. P to Q 5 — 10. Q Kt to K 2

If 10. Kt to Q R 4, White may, apparently, obtain a strong but somewhat hazardous attack by

11. P to K 5 / P takes P — 12. B to Q R 3 / Kt takes K B — 13. Q to R 4 (ch) / B to Q 2

14. Q takes Kt, &c.

11. B takes Kt — 11. P takes B

White's 12th move is a *questio vexata*. The English "Handbook" gives 12. Kt to Q 4, to which Black's best reply seems to be 12. Castles.

We have seen 13. Kt to K R 4 played at this point with the following continuation:—

12. Kt to R 4 / Castles — 13. Q to R 5 / K to R square — 14. Kt to Q 2 / Kt to Kt 3

15. Kt to B 5 / B takes Kt — 16. P takes Kt / Kt to K 4, and Black has a Pawn more and an open file for his King's Rook, which, in our opinion, is more than an equivalent for White's trifling advantage in position.

In lieu, however, of either 12. Kt to Q 4 or 12. Kt to R 4, he may also play 12. Q Kt to Q 2, *e.g.*—

12. Q Kt to Q 2	12. Kt to Kt 3
13. B to Q Kt 5 (ch)	13. B to Q 2
14. B takes B (ch)	14. Q takes B
15. Kt to Q B 4	15. Kt to K B 5

This is Black's best reply. If, instead, he play 15. Castles (K R), the game will proceed—

15. Castles (K R) — 16. Kt takes B / R P takes Kt — 17. Kt to Q 4

with a powerful attack.

16. Kt takes B — 16. R P takes Kt

Black has a Pawn more and a strong position.

In the second place—

10. Q Kt to Q 2 10. Castles (best)

(10. B to K Kt 5, as originally given in Mr. Waller's analysis, is inferior.)

11. P to K 5

White may also play 11. P to Q 5 at this point. The following continuation is given in the *Handbuch*—

11. P to Q 5 / Q Kt to K 2	12. B takes Kt / P takes B	13. Kt to K R 4 / Kt to Kt 3
14. Q to R 5 / Q to K 2	15. Kt to B 5 / B takes Kt	16. P takes B / Kt to K 5

17. Q R to K square, with the better game.

11. Kt to K square

Black's 11th move was first suggested by M. Bilger, and the opening is somewhat summarily dismissed in the *Handbuch* as being in favour of the second player.

Mr. Waller shows that 11. P takes P would speedily be disastrous to him, *e.g.*—

11. P takes P	12. P takes P / Kt to Q 4	13. Q Kt to K 4 / K Kt to K 2
14. Q to Q B 2 / Q B to K 3	15. K Kt to K Kt 5 / B to K B 4	16. P to K 6 / B takes Kt

17. P takes P (ch) / K to R square 18. Q takes B, with a winning game.

In the above variation, Black would have probably done better to have played 12. Kt to K Kt 5—the following then is probable—

12. Kt to K Kt 5 — 13. Q to Q B 2 (Q Kt to Q 5) — 14. Q to Q B 3 (Kt takes Kt (ch))

15. Kt takes Kt (Q to K 2) — 16. P to K 6 (P takes P) — 17. Q R to K square, &c.

12. Q to Q B 2	12. P to Q 4
13. B to Q Kt 5	13. Q Kt to K 2

13. B to Q 2 would clearly lose the exchange.

14. Kt to K Kt 5	14. B to K B 4
15. B to Q 3	15. B takes B

If 15. Q to Q 2, White replies with 16. P to K 6, and if 15. B to K Kt 3, with 16. Kt takes K R P, &c.

16. Q takes B	16. Kt to K Kt 3

This is preferable to 16. P to K Kt 3.

17. P to K B 4	17. P to K R 3
18. Kt takes K B P	18. K takes Kt
19. Q to K B 5 (ch)	

having regained the Pawn, with, at least, an equal game.

In the third place—

10. Q to Q B 2

This move leads to positions identical with or closely resembling those springing from 10. Kt to Q 2, just examined.

10. Castles

11. P to K 5

If Black now retire the Knight to K square, White may reply with 12. Q Kt to Q 2, and the game is the same as in the previous variation.

Should Black, instead, play 11. P takes P, White retakes, and then moves Q Kt to R 3, afterwards bringing Q R to K square.

In the fourth place—

10. P to K 5

Properly met, this move ought to leave the advantage with the second player.

	10. P takes P
11. B to Q R 3	11. B to K 3

This is the correct reply: 11. B takes Q P is very inferior, *e.g.*—

11. B takes Q P	12. B to K 3	13. P takes B
14. Q takes P (ch) / Q Kt to K 2	15. Kt takes B / P takes Kt	16. K R to K sq / K Kt to Q 4
17. Q Kt to B 3 / P takes Kt	18. Q R to Q sq / P to Q B 3	19. R takes Kt / P takes R
20. B takes Kt / Q to Q B sq	21. Q takes Q P, and wins.	

12. B takes B	12. P takes B
13. Q to Q Kt 3	13. K Kt to Q 4
14. P takes P	14. Q to Q 2

Black has a winning game.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P
5. P to Q B 3	5. B to B 4
6. Castles	6. P to Q 3
7. P to Q 4	7. P takes P
8. P takes P	8. B to Q Kt 3
9. P to Q 5	

Black has, apparently, only two feasible replies, viz.—

9. (1.) Kt to K 2, and 9. (2.) Kt to Q R 4, for the latter of which, see VARIATION.

9. Q Kt to K

10. P to K 5

The attack springing from this move has been unanimously condemned by all the authorities, almost without analysis. Its successful adoption by Mr. Morphy has, however, called attention to its true merits.

10. Q Kt to K Kt 3

This is generally recommended as Black's best reply. In our opinion, however, it is far inferior to the old move of 10. B to K Kt 5, in which case the following is probable:—

10. ——— B to K Kt 5 11. P to K 6 ——— P takes P 12. P takes P ——— K Kt to B 3

(If 12. ———, White takes it with King's Bishop, winning the P to Q 4 adverse Bishop by the check of the Queen, if his own be captured.)

13. B to Q Kt 2 ——— Castles.

Black has a Pawn more and a strong position.

11. P to K 6	11. P takes P
12. P takes P	12. K Kt to K 2
13. K Kt to Kt 5	

This move is condemned by Mr. Lowenthal as being inferior to 13. Q Kt to B 3. We confess we do not see the inferiority of 13. Kt to Kt 5, in illustration of which we append the following continuation.

13. Castles

This is given by Mr. Lowenthal as Black's best reply.

14. Q to K R 5	14. P to K R 3
15. Kt to K B 7	15. Q to K square
16. B to Q Kt 2	

with a fine attacking position.

Variation on Black's 9th Move.

White.	Black.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P
5. P to Q B 3	5. B to B 4

6. P to Q 4	6. P takes P
7. Castles	7. P to Q 3
8. P takes P	8. B to Q Kt 3
9. P to Q 5	9. Kt to Q R 4
10. P to K 5	10. Kt to K 2

We believe this to be the best move at Black's command. Taking the B with Kt would greatly improve White's game.

The first player has now four methods of continuing the attack at his disposal, viz. :—

11. (1.) P to K 6 ———, (2.) Kt to K Kt 3 ———, (3.) B to Q Kt 5 (ch) ———, and

11. (4.) P takes Q P ———,

which we shall examine in turn.

In the first place—

11. P to K 6	11. Castles
12. P takes P (ch)	12. R takes P
13. Kt to K Kt 5	

(If 13. B to Q 3 ———, 13. B to K B 4 ———, with a safe game.)

	13. Kt takes B
14. Q to Q B 2	14. Kt to K 4 (best)
15. Q takes R P (ch)	15. K to B square
16. Q to R 8 (ch)	

(If 16. B to Q Kt 2 ———, 16. R to K B 4 ———, &c.)

	16. Kt to K Kt square
17. Kt to R 7 (ch)	

(If 17. Kt takes R, 17. Kt takes Kt, and Black remains with two pieces for the exchange, and a superior position.)

	17. K to K 2
18. B to K Kt 5 (ch)	18. Kt to K B 3

Black has a piece a-head.

If, instead of checking with Bishop, White play 18. Kt to Kt 5, Black replies with 18. B to Q 5, &c.

In the second place—

11. Kt to K Kt 5	11. Kt takes B
12. Q to Q R 4 (ch)	12. P to Q B 3
13. Q takes Kt (best)	13. B P takes P
14. Q to K B 4	14. Castles
15. P takes P	15. Kt to K Kt 3
16. Q to Q Kt 4 (best)	16. P to K R 3
17. Kt to K B 3 (best)	17. B to K 3

and Black has the better game.

In the third p'ace—

11. B to Q Kt 5 (ch)

This is perhaps the most embarrassing form of attack White can adopt.

	11. B to Q 2 (best)

(If 11. P to Q B 3, 12. P takes Q P, with a winning position.)

12. B takes B	12. Q takes B
13. P to K 6	

If 13. P takes P—the only other attacking move at

White's disposal—Black retakes Pawn with Pawn, and then Castles, preserving the gambit Pawn, with a safe position.

	13. P. takes P
14. P takes P	

(If 14. Kt to Kt 5 ———, then 14. P takes P ———. Again, if 14. B to Q Kt 2 ———, 14. P to K 4 ———.)

	14. Q takes P
15. B to K Kt 5	

If 15. Kt to Kt 5 ———, Black replies with 15. Q to Q 2 ———, Castling in a move or two, with a winning game.

	15. Q Kt to B 3
16. R to K square	16. Q to K B 2

Had White played R to K square on his 15th move, the Queen would have retired to Q 2.

17. Q to K 2	17. Castles (K R)
18. B takes Kt	18. K R to K square
19. Kt to Kt 5	19. Q takes B

with a winning game.

Lastly—

11. P takes P	11. P takes P

If Black retake with Queen, White would speedily acquire an advantage, *e.g.*—

11 Q takes P ——— 12. B to Q R 3 ——— Q to K B 3 (12. ——— would G 2 B to Q R 4

634281 A

clearly lose a piece.) 13. B to Q Kt 5 (ch) / P to Q B 3 14. R to K square, &c.

12. B to Q 3

He has apparently no better move at his disposal. The check of the Bishop is worse than useless.

12. Castles

and Black remains with the adyantage of the gambit Pawn and a safe game; for, if White now play—

13. Q to Q B 2, then 13. P to K B 4. If 13. Kt to K Kt 5

13. P to K R 3, and if 13. B to Q Kt 2 13. B to K B 4, in

every case, with a good defensive position.

GAME III.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P
5. P to Q B 3	5. B to B 4
6. Castles	6. P to Q 3
7. P to Q 4	7. P takes P
8. P takes P	8. B to Q Kt 3
9. Q Kt to B 3	

This attack, although one of the most embarrassing forms of the "Evans'," has been strangely under-

rated by all the authorities, and left almost without analysis.

In reply to the *sortie* of the Q Kt, Black has the choice of three lines of defence, viz.—

1.	2.	3.
9. K Kt to B 3	9. B to K Kt 5	and 9. Q Kt to R 4

each of which we shall proceed to examine.

In the first place—

9. K Kt to B 3

The "classical" game illustrative of this defence was played by Messrs. Pulling and Perigal in consultation against Mr. Popert, from which we extract the following moves:—

10. P to K 5 10. P takes P

	P takes Kt	P takes Kt P
If 10. P to Q 4,	11. P takes B	12. R to Kt square
R to K sq (ch)	P to Q 5	B to K Kt 5
13. B to K 3	14. Q to K B 3	15., and

wins. White might also have won by

P to Q 5	Q to K 2 (ch)	B to R 3 (ch)
12. Kt to R 4	13. K to B square	14. K to Kt square

B to K 7

15., &c. Compare a game between Messrs. Morphy and De Riviere, "Lowenthal's Morphy," p. 383.

11. B to Q R 3	11. Q Kt to R 4
12. K R to K square	12. Kt takes B
13. Q to R 4 (ch)	13. P to Q B 3
14. Q takes Kt	14. B to K 3

15. R takes P 15. Q to Q 2

16. R takes B

Followed by 17. Kt to K 5, with a winning game.

In the second place—

9. B to K Kt 5

10. K B to Q Kt 5

This is unquestionably the best reply to the *sortie* of the Queen's Bishop. At one time we were disposed to prefer 9. Q to Q R 4, as originally suggested by Mr. Fraser, of Dundee, who published an elaborate analysis of the position in the "Chess Players' Chronicle," vol. iii., second series, pp. 135-140; but subsequent examination has convinced us that Mr. Fraser's attack, although remarkably ingenious and embarrassing, will not succeed against the best line of defence. The variation in question is so important, and presents so many beautiful features, as to require a chapter to itself. (*See* MR. FRASER'S ATTACK.)

10. B to Q 2

He would do better, perhaps, to move the King to B square, but even in that case his position would be grievously hampered.

11. P to K 5 11. K Kt to K 2

Black appears to have no better move: 11. P takes P would only assist in developing White's attack.

12. B to K Kt 5 12. Castles

This looks hazardous, but it is difficult to find a more feasible reply for Black. If he play 12. P to K R 3,

White retires the Bishop to R 4; and if he then advances the Kt P two squares, the first player obtains a seemingly irresistible attack by sacrificing the Knight for the two Pawns.

13. Kt to Q 5	13. Q to K square
14. Kt to B 6 (ch)	14. P takes Kt
15. B takes P	

and Black cannot possibly save the game.

In the third place—

9. Q Kt to R 4

We believe this will be found, in actual play, a far more puzzling reply to White's 9th move of Q Kt to B 3, than either 9. Kt to K B 3, or 9. B to K Kt 5.

10. Kt to K Kt 5

He may also retire the Bishop to Q 3, in which case the position shortly becomes identical with that brought about in a subsequent variation.

	10. Kt takes B
11. Q to Q R 4 (ch)	11. Q to Q 2

After considerable analysis, we have come to the conclusion that this is Black's best reply. He may, however, play 11. P to Q B 3, as in the following variation between Messrs. Fraser and Falkbeer :—

	Q takes Kt	P to K B 4
11. P to Q B 3	12. Q to K 2 (best)	13. P to K R 3
Kt to K B 3	Q to Q R 4	P to K 5
14. Q B to K 3	15. Kt to K B 3	16. P takes P

17. P takes P / Kt to Q 4 — 18. Kt to K 4 / Castles Q R — 19. B to Q R 3 / Q to Q 2 — 20. B to Q 6, with a fine game.

12. Kt to K R 3 is much inferior to 12. Q to K 2, as in the above example, *e.g.*—

12. Kt to K R 3 — 13. K to R square / Castles — 14. P to K B 4 / K to R square — 15. P to K 5, &c.

12. Q takes Kt	12. P to K R 3
13. Kt to K R 3	13. Q to Q B 3
14. Q to Q 3	14. B to K Kt 5
15. P to Q 5	15. Q to Q 2
16. Kt to Q 4	16. Kt to K 2

and White has still some attack for the Pawn he has sacrificed.

GAME IV.

MR. FRASER'S ATTACK.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P
5. P to Q B 3	5. B to B 4
6. P to Q 4	6. P takes P
7. Castles	7. P to Q 3
8. P takes P	8. B to Q Kt 3

9. Q Kt to B 3 — 9. B to K Kt 5
10. Q to Q R 4

This is the novel counter move proposed by Mr. Fraser. Black seems to have only three feasible replies, viz. :—

1.	2.	3.
10. B takes Kt	10. K to B square	10. B to Q 2

which we shall consider *seriatim*.

In the first place—

10. B takes Kt
11. P to Q 5 — 11. B to K Kt 5

If 11. Q to Q 2, then 12. P takes Kt (Q to Kt 5) 13. P takes P (dis ch) (K to K 2)
14. Kt to Q 5 (ch), and wins.

12. P takes Kt — 12. P takes P
13. Q takes P (ch)

This is preferable, we think, to 13. P to K 5, on account of the following variation, *e.g.* :—

13. P to K 5 (B to Q 2) 14. B takes B P (ch) (K takes B) 15. Q to K B 4 (ch) (K Kt to B 3 (best))
16. P takes Kt (Q takes P), and Black remains with a superiority of two Pawns.

13. B to Q 2
14. Q to Q 5 — 14. B to K 3
15. B to Kt 5 (ch) — 15. K to B square
16. Q to Q 3 — 16. Kt to K 2
17. K to R square, with a strong game.

White might also play 17. B to K Kt 5, when the following is probable, as suggested by Herr Lowenthal :—

17.	18.	19.
B to K Kt 5 / P to K B 3	B to K 3 / K to B 2	P to K B 4 / P to K B 4, &c.

[Instead of 11. B to K Kt 5, as in the previous variation, Mr. Falkbeer, in an analysis of the opening, suggests the highly ingenious reply of 11. Q to K B 3, in order to enable Black to Castle on the Queen's side.

We are by no means satisfied with the efficiency of this proposed line of defence, and submit the following variations :—

9. Q Kt to B 3	9. B to K Kt 5
10. Q to Q R 4	10. B takes Kt
11. P to Q 5	11. *Q to K B 3rd*
12. P takes Q Kt	12. Castles (*Q R*)
13. Q Kt to Q 5	13. Q to K Kt 3
14. Kt takes B (ch)	14. Q B P takes Kt
15. P to K Kt 3	

Black has now seemingly only the following available moves at this juncture, viz. :—

15. 1st.	15. 2nd.	15. 3rd.
Q takes K P	Kt to K 2	B takes K P

Therefore, *firstly*—

15. Q takes K P

16. Q takes R P — 16. Q takes Q B P

16. B to K Kt 5, and wins.

Secondly—

15. Kt to K 2

16. B to Q R 6

White's present rejoinder is preferable to 16. Q takes Q R P.

	16. B takes K P
17. B takes P (ch)	17. K to Kt square
18. R to K square	

This is superior to 18. P to B 7 (ch), *e.g.*—

18. P to B 7 (ch) — K takes B; 19. P takes R, becoming a Kt (ch) — R takes Kt; 20. R to K square — P to K B 4;

21. P to K B 3 — Q to K B 3, and, although numerically stronger, White will have some difficulty in winning.

18. P to K B 4

18. B to Q B 7 occurs in a game between Mr. Fraser and Major Robinson, which was continued:—

18. B to B 7; 19. P to Q B 7 (ch); (19. Q to Q R 6 wins also.)

19. K takes B; 20. P takes R (Queens) — B takes Q; 21. R takes Kt (ch), and wins.

19. P to K B 3, and wins.

Thirdly—

	15. Q B takes P
16. B to Q R 6	16. Kt to K B 3
17. B takes P (ch)	17. K to Kt square
18. Q to Q R 6	18. R to Q 2

18. B to Q 6 would clearly involve Black in ruinous loss by 19. P to B 7 (ch).

19. B to K 3

This is much better than winning the exchange by 19. P takes R, *e.g.*—

19. P takes P / B takes B	20. Q to Q R 4 / R to Q square	21. B to K B 4 / R takes P, &c.

19. B to Q 6
20. Q to Q R 3 — 20. R takes K B
21. P takes R — 21. K takes P (best)
22. K R to Q square, and wins.]

In the second place—

10. K to B square

This move was originally suggested by Mr. V. Green, to the writer, while examining Mr. Fraser's MS. analysis of the attack some time before it appeared in print.

The same move, in reply to Q to Q R 4, occurs in an analogous position in the K Kt Gambit.

11. P to Q 5

This is stronger than 11. Kt to Kt 5th.

11. Q Kt to R 4th

In addition to the move in the text, which we believe to be his best, Black may play—

(1.) 11. B takes Kt	12. P takes Kt / B to K Kt 5	13. P takes Kt P, &c.	
Or (2.) 11. Kt to K 4	12. Kt takes Kt / P takes Kt	13. B to Q R 3 (ch) / Kt to K 2	

14. K to R square / P to K Kt 4 — 15. P to K B 3 / B to R 4 — 16. Q R to Q sq / K to Kt 2

17. P to Q 6, &c.

Or (3.) 11. Kt to Q 5 — 12. Kt takes Kt / B takes Kt — 13. B to Q 2 / Kt to K 2

14. K to R square / Kt to Kt 3 — 15. P to K B 4, &c.

Or (4.) 11. Kt to K 2 — 12. B to K 2 / B takes Kt — 13. B takes B / Kt to Kt 3

14. K to R square / Kt to K 4 — 15. B to K 2 / Q to K R 5 — 16. P to K B 4

In every case White has e game.

12. B to K 2	12. B takes Kt
13. B takes B	13. P to K R 3
14. B to K 2	14. Kt to K B 3
15. K to R square	15. Q to K square
16. Q to Q B 2	

We prefer White's game. The above is a fragment of a *partie* between Mr. Fraser and two amateurs, in consultation.

In the third place—

	10. B to Q 2
11. Q to Q Kt 3	11. Q Kt to R 4
12. B takes K B P (ch)	12. K to B square
13. Q to Q 2	13. K Kt to B 3
14. Q to K Kt 5	14. K takes B
15. P to K 5	15. Kt to K Kt 5

This, according to the "Praxis," is Black's best move. Mr. Fraser was at one time in favour of 15. P to K R 3rd, giving the following as a probable continuation:—

15. P to K R 3 — 16. Q to K B 4 / P to K Kt 4 — 17. Q to Q 2, &c.

(The exchange of Queens, in order to regain the piece, would not be advisable).

Another move deserving consideration at this juncture is 15. R to K square, as originally adopted by Mr. G. Medley, against the writer, some time previously to the publication of Mr. Fraser's analysis. By this line of play Black abandons the piece he has gained, and remains with a clear Pawn and a somewhat superior position.

16. Q to K B 4 (ch)	16. K to Kt square
17. K Kt to Kt 5	17. Kt to K R 3 (best)

(17. Q to K B square would be answered by 17. Q to K 4.)

18. P to K 6	18. Q B to K square
19. Q Kt to Q 5	19. Q Kt to B 3
20. K R to K square	20. Q Kt to K 2
21. Kt to K B 7	21. Q Kt takes Kt
22. Q to K B 3	22. Kt takes Kt
23. Q takes Q Kt	23. Q to K B 3
24. Q takes Q Kt P	

(If 24. P takes Kt / B takes P, 24. ——, having gained a piece).

24. Q R to Q square

(If 24. B takes Q P, 25. B to Q Kt 2, winning in a few moves).

25. P to K 7

Up to this point it seems hardly possible to improve a single move on either side; but here, as was pointed out in the "Chess Chronicle," 1860, p. 206, occurs the flaw in Mr. Fraser's analysis. He makes Black now play 25. R to Q 2, to which White replies with 26. Q to Q B 8, with a winning game.

The correct move for Black is

25. B takes Q P

threatening mate in two moves. If White, to avert it, move either King or Rook, he loses the exchange, which leaves him a Rook behind, with an inferior game.

If he play 26. B to K B 4, then 27. B takes R, 28. P takes R (Queen) Q takes Q

29. R takes B, and Black has a clear piece ahead.

Perhaps White's best reply is—

26. B to Q Kt 2	26. B takes B
27. P takes R (Queens)	27. Q takes Q
28. Q takes B	

If 28. Q takes Q B P, 28. B to K 4, &c.

	28. Kt to K 4
29. Q R to Kt square	29. Kt to Q 2

30. K R to K 3	30. B to K B 2
31. R to K Kt 3	31. P to K Kt 3

and Black has two pieces and a Pawn against a Rook, and an easy game.

GAME V.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Kt 4	4. B takes P
5. P to B 3	5. B to B 4
6. Castles	6. P to Q 3
7. P to Q 4	7. P takes P
8. P takes P	8. B to Kt 3
9. P to K R 3	9. Q Kt to R 4

This we take to be Black's best reply. If he play 9. P to K R 3, also, White may pursue the attack in the ordinary manner by 10. Q Kt to B 3, or 10. B to Q Kt 2. The latter, indeed, we believe will be found more forcible when the Black Pawn is at R 3 than at R 2nd, *e.g.*—

9. P to K R 3 / P to K R 3	10. B to Kt 2 / Kt to K B 3	11. P to Q 5 / Kt to K 2
12. B takes Kt / P takes B	13. Kt to R 4 / Castles	14. Q to R 5, &c.

Again, if Black play 9. K Kt to B 3, White's rejoinder should be 10. B to K Kt 5,

(not 10. P to K 5 / P takes P 11. B to Q R 3 / ———, on account of the reply of 11. ——— / B to K 3, &c.)

and the following is probable :—

9. K Kt to B 3 — 10. B to Kt 5 / Castles — 11. Q Kt to B 3 / P to K R 3
12. B to R 4 / P to Kt 4 — 13. Kt takes P / P takes Kt — 14. B takes P / Kt takes Q P
15. Kt takes Kt / B takes Kt — 16. Kt to Q 5 / B takes Q R — 17. Q takes B

with a winning game.

10. B to Q 3	10. K Kt to K 2
11. P to Q R 4	11. Castles
12. R to Q R 2	

This is a noticeable feature in the development of several forms of the Evans' gambit.

	12. P to K B 4 (best)
13. P to K 5	13. P to Q 4

White is minus a Pawn, but has a fine game.

If, instead of 13. P to Q 4, as in the above variation, Black were to play 13. P to K B 5, the following is probable :—

13. P to K B 5 — 14. P to K 6 / Q B takes P — 15. B takes R P (ch) / K to R square
16. Kt to K Kt 5 / B takes R — 17. Q to K R 5 / ———, and wins.

GAME VI.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P
5. P to Q B 3	5. B to B 4
6. P to Q 4	7. B takes B
7. P takes P	

This form of the "Evans" is exceedingly difficult and embarrassing for the second player; but, for some unexplained reason, has received a most cursory examination at the hands of the "authorities."

7. B to Q Kt 3

All the "books" concur in upholding the retreat of the Bishop to be Black's veritable line of play. So far from endorsing their *dictum*, we are of opinion that the check of the Bishop establishes the only satisfactory defence, *e.g.*—

7. ——— (B to Q Kt 5 (ch)) 8. ——— (K to B square; Q to K 2) (Apparently Black's best move to avert the fatal consequences of 9. ——— ———.) 9. ——— (P to Q 5; B to Q R 4)

10. ——— (R to Q R 2; P to Q Kt 3) 11. ——— (R to K 2; B to Q Kt 2)

Black has a confined position, but he has a Pawn more, and his opponent's game on the King's side is considerably cramped.

To return to the original game.

In reply to 7. B to Q Kt 3, White has two excellent moves, viz. :—

(1.)	(2.)
8. B to Q Kt 2,	and 8. Q Kt to B 3;

In the first place—

8. B to Q Kt 2	8. Kt to K B 3
9. P to Q 5	

If 9. P to K 5, Black must reply with 9. Kt to K 5, leading presently to an equal game, and not with 9. P to Q 4, as in analogous positions, on account of 10. P takes Kt.

	9. Kt to K 2
10. P to Q 6	10. P takes P
11. B takes Kt	11. P takes B
12. Q takes P	

with a good attack.

We are indebted for the above variation to Mr. Lowenthal. Compare "Morphy's Games," p. 337.

In the second place—

8. Q Kt to B 3	8. Q Kt to R 4

Black does not appear to have any more satisfactory reply. If he play 8. Kt to K B 3, White may Castle, having the fine attack examined in the previous game.

Again, if he play 8. P to Q 3, or 8. K Kt to K 2, White may reply with 9. B to K Kt 5, with an excellent game.

9. B to Q 3	9. P to Q 3
10. B to K Kt 5	10. P to K B 3rd

If 10.——————, White may obtain a strong attack by
K to K 2

11. Kt to Q 5 / P to K B 3 — 12. B takes P / P takes B — 13. Kt takes P (ch), &c.

11. B to K 3	11. Kt to K 2
12. Kt to K R 4	12. Castles
13. Castles	

with a good game.

We will now consider the consequences of Black retiring his Bishop to Q R 4 at the 5th move.

GAME VII.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Kt 4	4. B takes P
5. P to B 3	5. B to Q R 4
6. P to Q 4 (best)	

6. Castles is somewhat inferior, as Black may reply with 6. K Kt to B 3, and 7. Castles, for which see Game VIII.

	6. P takes P
7. Castles	7. P to Q 3rd

At this point, Black has four lines of play in addition to the move in the text, viz. :—

1. 7. K Kt to B 3 — 2. 7. P takes P — 3. 7. P to Q 6 — and 4. 7. B to Kt 3.

Firstly—

For 7.———, see Game VI
K Kt to B 3

Secondly—

If 7.———, then 8.———, with a strong constraining
P takes P P to K 5
position.

Thirdly—

If 7.———, then 8.——— 9.——— 10.———
P to Q 6 Q to Kt 3 P to K 5 R to K sq
Q to K B 3 Q to Kt 3 K Kt to K 2

11.———. (Compare a game between Messrs. Anderssen and
B to Q R 3
Dufresne, "Chess Players' Chronicle," second series, p. 1.)

Lastly—

If 7.———, White may reply with 8.———, as originally suggested by Mr. Staunton, and analysed by Ghulam Kassim, *e.g.*—
B to Q Kt 3 P to K 5

7.——— 8.——— 9.———
B to Kt 3 P to Q 4 (best) P takes P (*en pass.*)

8. Q to Q Kt 3

In reply to this move, Mr. Waller gives 8. Q to K 2 and 8. Q to K B 3rd.

In the first place—

	8. Q to K 2
9. P to K 5	9. P takes P (best)
10. R to K square	10. B to Q Kt 3

If 10.——— 11.——— 12.———
P takes P Q Kt takes P B takes Kt Q takes B Q B to K 3

13. Kt takes K P / Q to K B 3 (If 13. Castles 14. Kt takes Kt / P takes Kt
15. Q takes Kt P, and wins.) 14. B to K Kt 5 / Q takes B
15. Kt takes Kt / P takes Kt 16. B takes B / P takes P and wins. 17. Q takes Q B P

11. B to Q R 3	11. Q to K B 3
12. Kt takes P	12. Kt takes Kt
13. B takes P (ch)	13. K to Q square
14. Q to Q 5 (ch)	14. B to Q 2 (best)
15. R takes Kt	15. P to Q B 3
16. R to K 8 (ch)	

with a winning game.

The above variation is given by Mr. Waller, who considers that after 8. Q to K 2 Black's game is not tenable.

Da Laza, on the contrary, appears to think 8. Q to K 2 a satisfactory defence, and submits the following variation :—

8. Q to Q Kt 3	8. Q to K 2
9. P to K 5	9. P takes P
10. R to K square	10. Q B to Q 2

Black's 10th move, in the opinion of the great German critic, with whom Max Lange coincides, baffles all further attack.

11. B to R 3	11. Q to K B 3
12. Kt takes K P	12. Castles (Q R) best

13. Kt takes K B P — 13. P takes Q B P
14. Kt takes Q R

If 14. Kt takes K R / P to B 7, and wins.

14. Kt takes Kt
15. Q to Q B 2 — 15. Q Kt to B 3

with the better game.

The above variations are given in the last edition of the *Handbuch*.

In the second place—

8. Q to K B 3

This is in every way preferable to 8. Q to K 2, just examined, as it prevents White gaining time by the important move of B to Q R 3.

9. P takes P — 9. B to Q Kt 3

Apparently Black's best move, as White threatens 10. P to Q 5, and 11. Q to Kt 5 (ch).

10. P to K 5

Instead of this move, Mr. Staunton suggests 10. B to Q Kt 5.
The following continuation occurred in a game in which Messrs. Staunton and Owen consulted against Messrs. Lowenthal and Barnes:—

10. B to Q Kt 5 / B to Q 2 — 11. P to K 5 / P takes P — 12. R to K square / K Kt to K 2
13. P takes P / Q to K Kt 3 — 14. B to Q 3, &c.

10. P takes P
11. P takes P — 11. Q to Kt 3
12. Kt to K Kt 5

Mr. Waller now makes Black play 12. Kt to K R 3, and continues the game—

13. P to K 6 / P takes P — 14. B takes P / B takes B — 15. Kt takes P

with a fine game.

Instead of 12. K Kt to R 3, Mr. Lowenthal suggests 12. Kt to Q square, which certainly seems to give the second player a good defensive game, *e.g.*—

12. Kt to Q square

13. P to K 6

If 13 R to K square, 13. B to K 3, &c.

We prefer, to either of these moves, 13. Q Kt to B 3, but even in that case Black would keep his Pawn, with little inferiority of position.

	13. B takes P
14. R to K square	14. Q to K B 4
15. R to K 2	15. K Kt to K 2

and White has certainly no equivalent in position for the loss of his two Pawns.

GAME VIII.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P

5. P to B 3	5. B to R 4
6. P to Q 4	6. P takes P
7. Castles	7. K Kt to B 3

We are by no means convinced that Black's 7th move is so greatly superior to 7. P to Q 3 as Herr Max Lange would have us believe. In fact, Mr. Lowenthal's variation on Mr. Waller's attack, given in the last game, goes far to prove that 7. P to Q 3 furnishes a good and reliable defence.

White has now two moves at his command, viz.:— 1st. 8. P to K 5, and 2nd. 8. B to Q R 3.

In the first place—

8. P to K 5	8. P to Q 4
9. B to Q Kt 5	

9. P takes Kt is inferior. The following variation is given in the German *Handbuch* (3rd edit., p. 148):—

9.	P takes Kt / P takes B	10.	P takes Kt P / R to K Kt sq	11.	B to K Kt 5 / Q to Q 4
12.	Kt to Q 2 / B to K B 4	13.	Q to Q R 4 / P to Q Kt 4	14.	Q to R 3 / K to Q 2

moving presently Q R to K square, with a good game.

9. Kt to K 5

10. P takes P

In the "Leitfaden," White is made to play, 10. Q to Q R 4, and the game is continued—

10.	Q to Q R 4 / Castles	11.	B takes Q Kt / K B takes B P	12.	Q Kt takes K B / Kt takes Q Kt

13. Q to B 2 / Kt P takes B — 14. Kt takes Q P / P to Q B 4 — 15. Q takes Kt / B P takes Kt

and Black should win.

White might also play 10. B to Q R 3, as recommended by Anderssen. In this case the following is probable:—

10. B to R 3 / B to Q 2 — 11. Q to Q Kt 3 / B takes B P — 12. Kt takes B / Kt takes Kt

13. B takes Q Kt / P takes B — 14. Kt takes P / Kt to K 5 — 15. P to K B 3 / Kt to Q 7

16. Q to Kt 7 / Q to Kt sq (best), Black has the better game.

10. Castles

The German *Handbuch* recommends 10. B to Q 2. The move in the text occurred between Messrs. Morphy and Anderssen, in a game which we believe to be the best recorded illustration of this form of the opening. It was continued—

11. B takes Kt	11. P takes B
12. Q to Q R 4	12. B to Q Kt 3
13. Q takes Q B P	13. B to K Kt 5
14. B to Q Kt 2	14. B takes Kt
15. P takes B	15. Kt to K Kt 4

White has recovered the gambit Pawn, but with a great inferiority of position. (See "Praxis," p. 484.)

In the second place—

8. B to Q R 3rd

This is a most embarrassing move, and, in the opinion of the best players of the day, completely destroys Black's defence of 7. K Kt to B 3. It was, we believe, originally suggested by Mr. Anderssen, some few years ago.

	8. P to Q 3 (best)
9. P to K 5	9. P to Q 4

Apparently Black's best reply. The "Chess Monthly" suggests also—

9. 1. P takes P and 9. 2. Kt to K 5, *e.g.*—

Firstly—

9. P takes P 10. Q to Kt 3 Q to Q 2 11. R to K square, with a winning position.

(We should have thought 11. Kt takes K P would have been at least as efficient.)

Secondly—

9. Kt to K 5 10. K P takes P K Kt takes Q P (If 10. Q B P takes Q P

11. R to K square P to Q 4 12. Kt takes P, &c.) 11. R to K sq (ch) K to B square

(If 11. Kt to K 2 12. Q to R 4 (ch), and wins.)

12. Kt takes Q P, with a fine game.

10. B to Q Kt 5

We have here a curious proof of the superiority of 8. B to Q R 3 over 8. P to K 5. The position is now iden-

tical with that which occurs at the 9th move in the previous game, with the important difference, however, that White's Q B is at Q R 3rd, owing to Black having lost a move through advancing his P to Q 4 by two steps instead of one.

	10. Kt to K 5
11. P takes P	11. B to Q 2
12. Q to Q Kt 3	12. P to Q R 3

12. ~~Kt to K 2~~ loses a piece, *e.g.*—

13. $\frac{\text{B takes B (ch)}}{\text{Q takes B}}$ (If 13. $\frac{\text{B takes Kt}}{\text{K takes B}}$ 15. $\frac{\text{B takes Kt}}{\text{——}}$, winning a piece.) 13. $\frac{\text{B takes Kt}}{\text{——}}$, and, whether Queen or King retake, White wins a piece by 14. $\frac{\text{Q to R 4 (ch)}}{\text{——}}$, or 14. $\frac{\text{Q to R 3 (ch)}}{\text{——}}$.

13. B to Q 3

with a fine game.

GAME IX.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P
5. P to Q B 3	5. B to R 4
6. Castles	

This, as we remarked before, is not so immediately attacking as 6. ~~P to Q 4~~.

6. K Kt to B 3 (best)

7. P to Q 4 — 7. Castles

For 7. Kt to Kt 5, see next Game.

The objection to White's 6th move is now apparent. Black Castles comparatively free from all attack.

8. P takes K P

We have seen 7. P to Q 5 adopted at this point, and on the Knight retiring to K 2, 8. B to K Kt 5, leading to a class of positions similar to that in Game I.

8. K Kt takes K P (best)

9. Q to Q B 2

Instead of this move, Mr. Staunton gives 9. Q to Q 3, which seems greatly superior. He continues—

9. Q to Q 3 — K Kt to B 4 — 10. Q to Q 5 — K Kt to K 3 — 11. Q B to R 3

with a good game.

9. P to Q 4

10. K R to Q square — 10. B to K 3

11. B to K 3

It would be bad play to take the Q P with Bishop, on account of the following variation:—

11. B takes Q P — B takes B — 12. P to Q B 4 — Kt to Q Kt 5 — 13. Q to R 4 — B to Q Kt 3

14. Q takes Kt — B takes P (ch) — 15. K to R square — B to Q B 4 — , and wins.

11. P to K B 4

This is preferable to 11. Q Kt to K 2, as given in Mr. Waller's analysis. The German *Handbuch* continues—

12. B takes Q P	12. B takes B
13. P to Q B 4	13. Q Kt to Kt 5
14. Q to Kt 3	

If 14. Q to Kt 2 ——, Black equally replies with 14. P to K B 5 ——, following it with 15. Kt takes K B P ——, &c.

	14. P to B 5
15. B to Q B square	

Mr. Waller's analysis gives 15. B to Q 4, and makes Black reply with 15. Kt to Kt 4. The correct move, according to the *Handbuch*, is 15. B to K 3, which establishes the defence in favour of the second player.

In the *Handbuch*, Black is now made to move 15. Kt to Q B 4, and the game is dismissed in his favour. The "Leitfaden" continues—

	15. K Kt takes B P
16. K takes Kt	16. B to Q Kt 3 (ch)
17. K to K 2	17. Q B takes Kt (ch)

and wins.

GAME X.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P

5. P to B 3	5. B to R 4
6. Castles	6. K Kt to B 3
7. Kt to K Kt 5	7. Castles
8. P to K B 4	

This form of the opening is now of very rare occurrence, albeit it presents many interesting features.

8. P to Q 4

This appears to be Black's best reply. The German *Handbuch* gives also 8. P takes P, and 8. Kt takes K P both of which, however, result in White's favour, *e.g.*—

In the first place—

	P to Q 4	Kt takes K B P
8. P takes P	9. Kt takes K P	10. R takes Kt
B takes R (ch)	Q to R 5 (ch)	Q B takes P
11. K takes B	12. K to B sq (best)	13. Kt to K B 3

14. B to K Kt 5, with a winning position.

In the second place—

	Kt takes B P	B takes R (ch)
8. Kt takes K P	9. R takes Kt	10. K takes B
Q to K B 3	P to Q 4	Q takes K Kt
11. B to Q Kt 3 (ch)	12. Q Kt takes P	14. Kt to K 3 (dis ch)

14. K to R square, with the better game.

9. K P takes P	9. K Kt takes P
10. Q B to R 3	10. Kt takes K B P
11. K R takes Kt	11. Q takes Kt

12. K R to B square	12. B to Kt 3 (ch)
13. K to R square	13. Kt to Q R 4
14. B takes R	14. Kt takes K B
15. B to R 3	15. B to K 3

and Black has the better game.

GAME XI.

THE GAMBIT DECLINED.

There are two methods of evading the Evans' Gambit—firstly, by retiring the Bishop to Q Kt 3 in lieu of taking the Q Kt P; and, secondly, by adopting the counter-gambit of 4. P to Q 4, each of which we now propose to examine.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B to Q Kt 3

White has now the choice between two lines of play, viz.—

5. P to Q Kt 5 (1.), and 5. P to Q R 4 (2.).

In the first place—

5. P to Q Kt 5	5. Kt to Q R 4
6. Kt takes K P	6. Q to K B 3

Until recently, all the authorities were unanimous

in their condemnation of White's 6th move, on account of this *sortie* of the Queen; but modern analysis has proved that, in spite of this formidable counter-move, the King's Pawn can be captured with impunity.

7. B takes P (ch)	7. K to B square

(If 7. K to Q square, then 8. P to Q 4 / P to Q 3 — 9. B takes Kt / R takes B — 10. B to K Kt 5, and wins.)

8. P to Q 4	8. P to Q 3
9. B takes Kt	

This move is given in the *Schachzeitung;* the German *Handbuch* makes White play 9. B to Q R 3, and continues—

9. B to Q R 3 / Kt to K 2 — 10. P to K B 4 / P takes Kt — 11. Q P takes P / Q takes B — 12. Q to Q 8 (ch) / Q to K square — 13. B takes Kt (ch) / K to B 2 — 14. Q takes Q (ch) / R takes Q — 15. B to Q Kt 4, even game. (*Handbuch*, 3rd edition, p. 140.)

	9. P takes Kt
10. B to Q 5	10. B takes Q P
11. P to K B 4	11. B takes R
12. P takes P	12. Q takes P

If 12. Q to K Kt 3 — 13. R to B sq (ch) / K to K square — 14. B to B 7 (ch), and, notwithstanding his inferiority of force, White should win.

13. R to B square (ch)	

13. Castles (ch) is greatly inferior.

	13. K to K square
14. B to B 7 (ch)	14. K to K 2
15. B to Q R 3 (ch), and wins.	

Instead of 6. Q to K B 3, as in the above variation, Black's best line of play seems to be 6. K Kt to R 3, in which case the following is probable:—

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B to Kt 3
5. P to Q Kt 5	5. Kt to R 4
6. Kt takes K P	6. Kt to K R 3
7. P to Q 4	7. P to Q 3
8. B takes K Kt	8. P takes Kt
9. B takes K Kt P	9. R to K Kt square

We have seen 9. Q to K Kt 4 played at this point.

10. B takes K B P (ch)	10. K takes B
11. B takes K P	

and White has gained four Pawns for the piece he has sacrificed.

In the second place—

5. P to Q R 4	5. P to Q R 3 (best)

The *Handbuch* gives P to Q R 4 for Black, and proceeds—

6. P to Q Kt 5 / Kt to Q 5	7. Kt takes K P / Q to K B 3	8. Kt to K B 3 / Kt to K 3

9. P to K 5, with the better game.

6. B to Q Kt 2

If 6. P to Q B 3, as recommended in the "Praxis," the game is resolved into the well-known form of the Guioco Piano.

	6. P to Q 3
7. P to Q Kt 5	7. P takes P
8. P takes P	8. R takes R
9. B takes R	9. Kt to K 2
10. P to Q 4	10. P takes P
11. Kt takes P	11. Kt to K B 3
12. Kt to Q 2	12. Castles
13. Castles	13. Kt to K Kt 3

and White's position seems preferable.

The above occurred in a game between Messrs. C. F. Smith and Green.

GAME XII.

THE COUNTER-GAMBIT.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	4. P to Q 4

The phase of the defence has been but very imperfectly analysed. As far as examination has gone it has been found to lead to a tolerably even, though dull and uninteresting, game.

5. B to Q Kt 5

This appears to be White's best reply, although 5. P takes Q P may be played without danger, *e.g.*—

5. P takes Q P / Kt takes Kt P — 6. Kt takes K P / Kt takes Q P — 7. P to Q 4

(Better than 7. Kt takes K B P, on account of 7. B takes K B P (ch), &c.)

7. B to Q Kt 5 (ch) — 8. B to Q 2 / B takes B — 9. Kt takes B / B to K 3

Even game. (*Handbuch*, p. 141.)

5. P takes P

The *Handbuch* gives 5. B takes Kt P, continuing—

6. Kt takes K P / K Kt to K 2 — 7. P to Q B 3 / B to Q 3 — 8. P takes Q P / B takes Kt — 9. P takes Kt, &c.

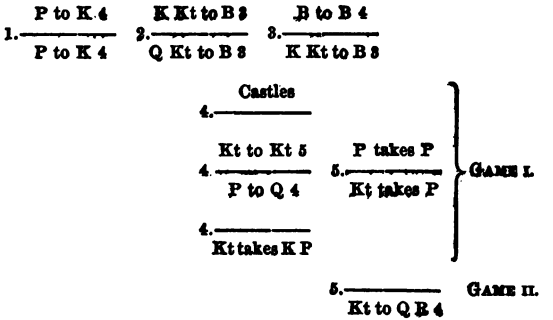
6. P takes B	6. P takes Kt
7. B takes Kt (ch)	7. P takes B
8. Q takes P	8. Kt to K 2

Equal game.

The above variation is given by Mr. Lowenthal, "Morphy's Games," p. 139.

CHAPTER IX.

THE TWO KNIGHTS' OPENING.


1. P to K 4 / P to K 4
2. K Kt to B 3 / Q Kt to B 3
3. B to B 4 / K Kt to B 3
4. Castles
4. Kt to Kt 5 / P to Q 4
5. P takes P / Kt takes P
GAME I.
4. Kt takes K P
5. Kt to Q B 4
GAME II.

THIS form of the Guioco Piano was originally introduced by Guianutio, A.D. 1597. It was subsequently touched upon by Greco (1619), but appears to have received but little further notice until the publication of Bilguer's masterly analysis ("Zweispringerspiel"), in which attention was first called to its many interesting features.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3

3. B to Q B 4 — 3. K Kt to B 3
4. K Kt to Kt 5

White's fourth move has the sanction of all the "classical" authorities. He may also play with advantage 4. P to Q 4, and on Black's replying with 4. P takes P, the game is resolved into a form of the "Scotch Gambit," favourable to the first player. If, instead of taking Pawn with Pawn, Black play 4. Kt takes K P, White obtains a very superior position by 5. P takes K P.

In addition to either 4. Kt to Kt 5, or 4. P to Q 4, White may also try 4. Castles, in which case the following seems to be the correct continuation:—

4. Castles — Kt takes K P
5. P to Q 4 — P takes P
8. Kt to Q B 3 — Q to K R 4

(If 4. B to B 4
6. R to K square — P to Q 4
9. Kt takes Kt — B to K 3)

5. P to Q 4, &c.)
7. B takes P — Q takes B
10. Q Kt to K Kt 5

With a good game.

4. P to Q 4

For the consequences of 4. Kt takes K P, see VARIATION.

5. P takes P — 5. Kt takes P

Black's fifth move is now acknowledged to be bad, as it subjects him needlessly to a very embarrassing attack. He should rather play 5. Kt to Q R 4. (See Game II.)

6. Kt takes K B P	6. K takes Kt
7. Q to K B 3 (ch)	7. K to K 3
8. Q Kt to B 3	8. Q Kt to K 2 (best)

If 8.—Kt to Q Kt 5, 9.—Q to K 4, &c.

9. P to Q 4	9. P to K R 3
10. Castles	10. P to Q B 3
11. R to K square	11. K to Q 2

If 11.—K to Q 3, then 12.—R takes K P, 13.—Kt takes Kt, 14.—P takes Kt (ch), 15.—P to K 6 (ch), 16.—B to K B 4 (ch), and wins.

12. P takes P	12. K to B 2
13. P to K 6	13. P to Q Kt 4
14. B takes Kt	14. Kt takes B
15. Kt takes Kt	15. Q takes Kt
16. Q takes Q	16. P takes Q
17. P to K 7	

The *Handbuch* now makes Black take Pawn with Bishop. 17. B to Q 2 seems preferable, but even in that case Black's game is hopelessly compromised.

N.B.—Great care is necessary for the successful conduct of White's game after the sacrifice of the Knight, as in the above variation. The exposed position of the Black King is exceedingly deceptive, and the attack, although theoretically a won game for the

first player, is found frequently to break down in actual play.

VARIATION on Black's 4th move.

4. Kt takes K P.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to Q B 4	3. K Kt to B 3
4. Kt to K Kt 5	4. Kt takes K P

Unless properly opposed, this move converts Black's defence into an attack, but against the best play it is inferior to 4. P to Q 4.

5. B takes P (ch)

If 5. Kt takes K B P, then 5. Q to K R 5, with the better game.

	5. K to K 2
6. P to Q 3	6. Kt to K B 3
7. B to Q Kt 3	7. P to Q 4
8. P to K B 4	

Any other move seems to leave Black with at least an equal game.

	8. B to K Kt 5
9. Q to Q 2	9. P to K R 3
10. P takes K P	10. Kt takes K P
11. Q to K 3	11. P takes Kt

12. Q takes Kt (ch) 12. K to B 2
13. Castles 13. B to Q 3
14. Q takes Q P (ch), and wins.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. B to B 4	3. K Kt to B 3
4. Kt to K Kt 5	4. P to Q 4
5. P takes P	5. Kt to Q R 4

Black, by this move, sacrifices a Pawn, but, in the opinion of many players, obtains thereby a compensating advantage in position.

White has now two methods of continuing the attack, viz. :—

6. (1.) B to Q Kt 5 (ch) ——— , and 6. (2.) P to Q 3 ———.

In the first place—

6. B to Q Kt 5 (ch) 6. P to Q B 3

This is perhaps Black's best reply, but the authors of the *Handbuch* give also 6. B to Q 2, and continue—

7. Q to K 2 ——— B to Q 3 8. B takes B (ch) ——— Q takes B

8. ——— B takes P 9. Q takes P (ch) ———, with the better game.) K to B square

(If 8. P to Q Kt 6 ———

9.	P to Q B 4 / P to Q B 3	10. P to Q Kt 4 / B takes P	11. Q takes P (ch) / K to B square

and Black has the better game.

7. P takes P 7. P takes P
8. Q to K B 3

Both the German and English Handbooks recommend the move in the text. Retiring the Bishop to R 4 or K 2 is certainly inferior, *e.g.*—

Firstly—

8.	B to R 4 / P to K R 3	9. Kt to B 3 / P to K 5	10. Q to K 2 / B to B 4
11.	Castles / Castles	12. Kt to K square / B to K Kt 5	13. Q to Q R 6

The *Handbuch* now makes Black draw the game by alternately playing the Bishop to Q B square and K Kt 5, the White Queen having no other refuge than K 2 and Q R 6. We should have thought, however, that Black would have done much better by playing, at move 12, Q to Q Kt 3, threatening both B to K Kt 5 and B to Q R 3.

Secondly—

8.	B to K 2 / P to K R 3	9. Kt to K B 3 / P to K 5	10. Kt to K Kt sq,

and White has a disastrous opening. (Compare "Chess Players' Chronicle," vol. iii., second series, p. 354.) He may, however, play the Knight to K 5, as in the following fragment between Messrs. Harrwitz and Zitogorski:—

10.	Kt to K 5 / Q to Q 5	11. Kt to K Kt 4 / B takes Kt	12. B takes B / P to K 6

with a very fine game. *See* "Chess Players' Chronicle," second series, vol. iii., p. 287.

To resume our original game:—

8. Q to Q B 2

Better, we think, than 8. Q to Q Kt 3, as usually played.

9. B to R 4	9. B to Q 3
10. P to Q 3	10. Castles
11. Castles	11. P to K R 3
12. Kt to K 4	12. Kt takes Kt

Black has the better game.

In the second place—

6. P to Q 3

This move was first brought into notice and analysed by Herr Max Lange, in the *Magdeburg Schachzeitung*, 1849, p. 37. It is also touched upon in the third edition of the *Handbuch*, and Mr. Staunton's "Praxis."

6. B to Q B 4

This reply has the sanction of the authors of the *Handbuch* and Herr Max Lange. *Malgre* the latter's *dictum*, 6. P to K R 3 at this point seems to us to possess some merit. We submit the following variation:—

6. P to K R 3 — 7. Kt to K B 3 — P to K 5 — 8. Q to K 2 — Kt takes B

9. P takes Kt — B to K 2, &c.

If Black play 9. B to Q 3, we are not sure that White might not reply with 10. P to Q B 5, &c. We have seen the game continued—

9. B to B 4 — 10. P to K R 3 (Castles) — 11. Kt to R 3 (Kt to R 2)

12. B to K 3 (B takes B) — 13. P takes B (P to K B 4).

There is little difference in the positions.

7. Castles	7. Castles
8. P to Q B 3	8. P to K R 3

Max Lange, in the analysis above alluded to, makes Black play—

8. Kt takes B — 9. P takes B (B to K Kt 5), with a good game.

9. P to Q Kt 4

If 9. Kt to K B 3, Black acquires an advantage by 9. P to K 5.

	9. P takes Kt
10. P takes B	10. K Kt takes P
11. Q B takes P	11. P to K B 3
12. B takes Kt (ch)	12. Q takes B
13. B to K 3	13. B to K B 4

and the *Handbuch* dismisses this game as even.

CHAPTER X.

THE COUNTER-GAMBITS IN THE KING'S KNIGHTS' OPENING.

THE CENTRE COUNTER-GAMBIT.

1. P to K 4 — P to K 4
2. K Kt to B 3 — P to Q 4

3. Kt takes K P — Game I.
3. P takes Q P — Game II.

THE GRECO COUNTER-GAMBIT.

1. P to K 4 — P to K 4
2. K Kt to B 3 — P to K B 4

3. Kt takes K P
3. P takes B P
} Game I.

3. B to Q B 4 — Game II

We have previously remarked that, in the King's Knights' Opening, in addition to the three principal defences of

2. P to Q 3, 2. K Kt to B 3, and 2. Q Kt to B 3,

Black may adopt either of the counter-gambits, 2. P to Q 4, and 2. P to K B 4, which we shall now proceed to examine respectively, under the heads of the "Centre Counter-Gambit," and the "Greco Counter-Gambit."

THE CENTRE COUNTER-GAMBIT.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. P to Q 4
3. K Kt takes P	

This is inferior to 3 P takes Q P, for which see Game II.

Black has now the choice of three moves, viz. :—

1. 3. Q to K 2, 2. 3. P takes K P, and 3. 3. B to Q 3.

In the first place—

	3. Q to K 2
4. P to Q 4	4. P to K B 3

If White now retire the Kt to K Kt 4, Black takes it off with Bishop, afterwards capturing the K P with Queen, checking, with an even game.

Instead, however, of 4. Kt to K Kt 4, Mr. Cochrane introduced the ingenious move of 4. Q Kt to B 3, leaving the K Kt *en prize*. The following continuation occurred between Mr. C. and Mr. Staunton:—

5. Q Kt to B 3	5. P takes Kt
6. Kt takes P	6. Q to Q 3

In another game Black played—

6. Q to K B 2, then 7. K B to B 4 — B to K 3 — 8. Castles — P to Q B 3

9. P to K B 4 — P takes Kt — 10. B P takes P — Q to Q 2 — 11. B P takes P — B takes P

12. P to K 6, &c. See "Handbook," p. 101.

7. P takes P	7. Q takes P
8. B to Q 3	8. B to Q 3 (best)

9. P to K B 4, with a fair game.

(See "Chess Players' Companion," p. 213.)

In the second place—

	3. P takes K P
4. B to Q B 4	4. Q to K Kt 4
5. B takes B P (ch)	

White appears to have no better move. If he play 5. Kt takes B P, then 5. Q takes K Kt P, with the following continuation—

6. R to B square — B to K Kt 5 — 7. P to K B 3 — B takes P — 8. R to K B 2 — Q to Kt 8 (ch)

9. R to B square — Q to K Kt 5, with the better game.

	5. K to K 2
6. B takes K Kt	

If 6. Q to K R 5, Black captures K Kt P with Queen, and then plays out K Kt to B 3.

	6. R takes B
7. P to Q 4	7. Q takes Kt P
8. R to B square	8. B to K R 6
9. Q Kt to Q 2	9. P to K Kt 3
10. Q to K 2	10. B to K R 3
11. K Kt to Q B 4	11. B takes Kt (ch)
12. Kt takes B	12. Q Kt to B 3
13. Q to Kt 5	13. Q R to K B square
14. Q takes Kt P	14. P to K 6
15. P takes P	15. K to K square

and Black should win.

In the third place—

	3. B to Q 3
4. P to Q 4	4. P takes P
5. B to Q B 4	5. B takes Kt
6. Q to K R 5	6. Q to K 2 (best)
7. P takes B	

with the better game.

If, instead of 6. Q to K 2, Black attempts to retain the piece he has won by 6. Q takes Q P, White will obtain an immediate advantage by the following line of play :—

	6. Q takes Q P
7. Q takes K B P (ch)	7. K to Q square
8. Q to B 8 (ch)	8. K to Q 2
9. B takes K Kt, &c.	

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. P to Q 4
3. P takes P	3. B to Q 3

This, in our opinion, is a far preferable move for Black than either 3. Q takes P or 3. P to K 5. If the former, White replies with 4. Q Kt to B 3, &c.; while 3. P to K 5 leads to the following—

3. P to K 5 — 4. Q to K 2 / Q to K 2 — 5. Kt to Q 4 / K Kt to B 3

6. Q Kt to B 3 / Q to K 4 — 7. K Kt to B 3 / Q to K 2 — 8. Kt to K Kt 5, &c.

4. P to Q 4

This is White's best reply. Any other move enables Black to develop his game with rapidity.

	4. P to K 5
5. Kt to K 5	5. Kt to K B 3
6. B to B 4	6. Castles
7. Castles	

White has a Pawn more and a better position.

THE GRECO COUNTER-GAMBIT.

This defence, which appears to be a modification of the so-called "Damiano Gambit,"

(1. P to K 4 / P to K 4 — 2. K Kt to B 3 / P to K B 3)

was first brought into notice by Greco, who considered it to be a satisfactory reply to the *sortie* of the King's Knight, in which opinion he was followed by the great Deschappelles. Modern analysis, however, has proved it to be a most unreliable defence, and one not to be adopted in an important game.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. P to K B 4
3. Kt takes K P	

White may also play with advantage 3. B to Q B 4, for which see Game II.

If, instead of either of these moves, he take Pawn with Pawn, Black gains an immediate superiority by the following line of play :—

3. P takes P / P to Q 3	4. P to Q 4 / P to K 5	5. Q to K 2 / Q to K 2
6. Kt to K Kt 5 / Kt to K B 3	7. Q Kt to B 3 / P to Q 4	8. P to K Kt 4 / P to K R 4
9. B to K R 3 / P takes P	10. B takes P / P to K Kt 3	11. Kt to K 6 / P takes P
12. Kt takes B / K takes Kt	13. B to K Kt 5 / P to Q B 3	14. B takes Kt / Q takes B

15. B to K R 5 / Q to K R 3, and wins. (*Handbuch*, p. 76.)

To resume the original game—

	3. Q to K B 3 (best)
4. P to Q 4	4. P to Q 3

If 4. P takes K P; 5. B to B 4, P to Q B 3; 6. B to B 7 (ch), K to K 2 (best); 7. P to K R 4, P to K R 3; 8. Q to K R 5, and wins.

5 Kt to Q B 4	5. P takes K P
6. Q Kt to B 3	6. P to Q B 3

In addition to 6. P to Q B 3, Black has the choice of several other lines of defence. Firstly, he may play 6. B to K B 4, to which White replies with 7. P to K Kt 4, and 8. B to K Kt 2. Secondly, he may retire the Q to K Kt 3, to which White rejoins with 7. P to K B 3; and, lastly, he may move 6. Kt to K 2, in reply to which White plays 7. P to Q 5, &c. (Compare the *Handbuch*, where the opening is very elaborately analysed, pp. 70, 71; and the English "Handbook," pp. 95, 96.)

7. Q Kt takes K P

(7. P to Q 5 is also a good move at this juncture.)

	7. Q to K 3
8. Q to K 2	8. P to Q 4
9. Q Kt to Q 6 (ch)	

If 9. K Kt to Q 6 (ch), Black replies with 9. K to Q square, with a marked advantage, as a little examination will show.

	9. K to Q 2

If 9. $\frac{\text{K to Q square}}{}$, 10. $\frac{\text{Kt takes Q Kt P (ch)}}{}$, &c.

10. Q Kt to K B 7

with a fine game.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. P to K B 4
3. B to B 4	3. P takes P

If 3. $\frac{\text{P to Q 3}}{}$, White replies with 4. $\frac{\text{P to Q 4}}{}$, resolving the game into a form of the Philidor Defence, favourable to the first player.

4. Kt takes K P	4. Q to K Kt 4
5. Kt to K B 7	

White might also play 5. $\frac{\text{P to Q 4}}{}$, which would probably yield the following :—

5. $\frac{\text{P to Q 4}}{\text{Q takes Kt P}}$ 6. $\frac{\text{Q to R 5 (ch)}}{\text{P to K Kt 3}}$ 7. $\frac{\text{B to B 7 (ch)}}{\text{K to Q square}}$

8. $\frac{\text{Q to Kt 5 (ch)}}{\text{Q takes Q}}$ 9. $\frac{\text{B takes Q (ch)}}{\text{B to K 2 (best)}}$ 10. $\frac{\text{B to Q Kt 3}}{\text{B takes B}}$

11. $\frac{\text{Kt to B 7 (ch)}}{}$, &c.

	5. Q takes K Kt P
6. R to K B square	6. P to Q 4
7. Kt takes R	7. P takes B
8. Q to R 5	

with a winning position.

CHAPTER XI.

THE KING'S BISHOPS' GAME.

THE King's Bishops' game, according to Philidor, is the best possible opening the first player can select, inasmuch as the Bishop immediately attacks the adversary's weakest point, and at the same time offers no obstacle to the advance of his own Pawns. Most modern authorities join issue here with the great French master, and agree in preferring the King's Knights' Game, as leading to a more varied and lasting attack. We should, however, bear in mind that the data on which Philidor grounded his estimate of the respective merits of the two *debuts* were very insufficient—most of the strong attacks in the King's Knights' Game, as well as the powerful defence of 2. K Kt to B 3 in the Bishops' opening, having come into vogue at a comparatively modern period.

THE GAME OF THE TWO KING'S BISHOPS.

1. P to K 4 / P to K 4 — 2. B to B 4 / B to B 4 — 3. P to Q B 3 — GAME I.

3. Q to K 2 — GAME II.

3. P to Q Kt 4 — GAME III.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. B to B 4	2. B to B 4

Black may also move 2. K Kt to B 3, which is now generally preferred to the *sortie* of the King's Bishop. (*See* Chapter XII.) White has now the choice of several lines of play, the most important of which, viz., 3. P to Q B 3, 3. Q to K 2, and 3. P to Q Kt 4, we shall touch upon in turn. The moves of 3. Q to K R 5, 3. Q to K Kt 4, 3. Q to K B 3, and 3. P to K B 4, require no analysis.

In addition to any of these he may play 3. K Kt to B 3, resolving the game into a Guioco Piano.

3. P to Q B 3

This is the "classical" move. Its weakness, however, is apparent, from the fact that Black has the choice of several lines of defence, each of which results in at least an equal game.

3. K Kt to B 3

This is, perhaps, as good a move as Black can adopt. He may, however, play also, as recommended by Mr. Lewis, 3. P to Q 4, or 3. Q to K Kt 4, as advised by the Italian writers, *e.g.*—

Firstly—

1.	P to K 4 / P to K 4	2.	B to B 4 / B to B 4	3.	P to Q B 3 / P to Q 4

4. B takes P / K Kt to B 3 — 5. Q to K B 3 / Castles (White may also play 5. Q to Q Kt 3) — 6. B to B 4 (Preferable apparently to either 6. P to Q 4 or 6. B to Q Kt 3) — 6. B to K Kt 5, with the better game.

Secondly—

1. P to K 4 / P to K 4 — 2. B to B 4 / B to B 4 — 3. P to Q B 3 / Q to K Kt 4

4. Q to K B 3 / K Kt to B 3 (If 4. K to B square / Q to K 2) — 5. K Kt to K 2 / Q Kt to B 3

6. P to Q 3 / P to Q 3. Even game.

4. P to Q 4 — 4. P takes P
5. P to K 5 — 5. P to Q 4
6. B to Q Kt 3

Taking Knight with Pawn is inferior, *e.g.*—

6. P takes Kt / P takes B — 7. P takes Kt P / R to K Kt sq — 8. Q to K R 5 / Q to K 2 (ch)

9. K to Q square / R takes P — 10. K Kt to B 3 / Q Kt to B 3 — 11. R to K square / B to K 3

12. R takes B / Q takes R — 13. Q takes B / P to Q Kt 3 — 14. Q to Q Kt 5 / R takes P

15. P takes P / P to Q R 3, and wins.

7. P takes P — 6. Kt to K 5
7. Q to K R 5

8. P to K Kt 3	8. Kt takes Kt P
9. B P takes Kt	9. Q to K 5 (ch)
10. K to B square	10. Q takes R
11. P takes B	11. B to R 6 (ch)
12. K to B 2	12. Q takes R P (ch)
13. K to B 3	13. Q to Kt 7 (ch)
14. K to K 3	14. Q takes Kt P (ch)

and Black should win.

GAME II.

THE LOPEZ GAMBIT.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. B to B 4	2. B to B 4
3. Q to K 2	

The first notice of this opening is found in Ruy Lopez' "*Libro de la Invencion liberal y arte del Juego del Axedres*," 1561

3. Q Kt to B 3 (best)

Black may also obtain an even game by either 3. P to Q 3, or 3. Q to K 2.

4. P to Q B 3

This is decidedly White's best reply. 4. B takes K B P (ch) is very inferior, *e.g.*—

4. B takes B P (ch) / K takes B 5. Q to Q B 4 (ch) / P to Q 4 6. Q takes B / P takes K P

7. Q to B 4 (ch) / B to K 3. Black has an excellent game.

4. K Kt to B 3

5. P to K B 4

This constitutes the "Lopez Gambit." It is somewhat hazardous, and, we believe, White would do much better to play 5. P to Q 3.

	5. B takes K Kt
6. R takes B	6. Castles
7. P to Q 3	7. P to Q 4
8. B takes Q P	8. K Kt takes B
9. P takes Kt	9. P takes K B P
10. Q B takes P	10. R to K square

Black has a winning position.

The above moves are given in the "Handbooks."

GAME III.

THE DOUBLE GAMBIT.

This brilliant but hazardous *debut* was originated by Mr. M'Donnell, whose name it frequently bears. With the slightest error on the part of the defences it becomes almost irresistible; but, if correctly opposed, the first player is left with a somewhat inferior game.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. B to B 4	2. B to B 4
3. P to Q Kt 4	3. B takes P

These moves constitute what Jaenisch terms the "Wing Gambit," which the first player may now resolve into the "Evans," by playing 4. P to Q B 3, and 5. K Kt to B 3.

4. P to K B 4	4. P to Q 4 (best)

If 4. P takes P, White replies with 5. K Kt to B 3, with a fine game.

5. P takes Q P	

If 5. B takes P, then 5. P to Q B 3, &c.

	5. P to K 5
6. K Kt to K 2	6. Kt to K B 3
7. Castles	

The following suggestive continuation occurred between Messrs. Mongredien and Morphy :—

7. P to Q B 3 / B to B 4	8. P to Q 4 / P takes P (*en pass*)	9. Q takes P / Castles
10. B to Q R 3 / B takes B	11. Kt takes B / B to Kt 5	12. Castles (K R)

and White has no inferiority.

	7. Castles
8. Q Kt to B 3	8. P to Q B 3
9. P takes P	9. Kt takes P
10. K to R square	10. B to K Kt 5,

and Black's position is preferable.

CHAPTER XII.

THE KING'S KNIGHTS' DEFENCE TO THE KING'S BISHOPS' GAME.

1. P to K 4 — P to K 4
2. B to B 4 — K Kt to B 3
3. P to Q 4 — GAME I.
3. K Kt to B 3 — GAME II.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. B to B 4	2. K Kt to B 3

Most of the principal authorities, with the exception of the English "Handbook," agree in considering this to be Black's best reply to 2. B to B 4.

White has now the choice of several moves, the most important of which are 3. P to Q 4 and 3. K Kt to B 3, which we shall proceed to examine. He may also play 3. P to Q 3 and 3. Q Kt to B 3, to either of which Black may reply with 3. B to B 4, resolving the game into a Guioco Piano. In answer to 3. Q Kt to B 3, he may also move 3. B to Q Kt 5.

3. P to Q 4

(For 3. K Kt to B 3, see Game II.)

This move is given by Ponziani, and is condemned, in our opinion justly, both by Jaenisch and the authors of the *Handbuch*. The same position is brought about in the "Centre Gambit."

	3. P takes P (best)
4. P to K 5	

Retaking Pawn with Queen is objectionable, as Black may gain time by 4. Q Kt to B 3, &c.

	4. P to Q 4
5. B to Q Kt 3 (best)	5. Kt to K 5
6. Kt to K 2	

If 6. Kt to K B 3, White may reply advantageously with 6. B to Kt 5 (ch).

	6. P to Q B 4
7. P to K B 3	7. Kt to Kt 4
8. Kt to K B 4	8. P to Q B 5

Black's eighth move has the sanction of Jaenisch and the *Handbuch*. We believe he might also play advantageously 8. B to K 3, as White would obviously lose a Pawn in return, were he to capture Q P with Knight, *e.g.*—

8. ——— (B to K 3) 9. Kt takes Q P (B takes Kt) 10. B takes K Kt ———

(10. B takes B ——— would be equally unavailing.)

10. ——— (Q takes B) 11. B takes B ——— (Q takes P (ch)) 12. Q to K 2 ———, &c. (Q takes Q (ch))

9. B to R 4 (ch)	9. Kt to B 3

10. B takes Kt (ch)	10. P takes B
11. Q takes Q P	11. Kt to K 3
12. Kt takes Kt	12. B P takes Kt
13. Castles	13. P to Q B 4

The *Handbuch* makes White now retire his Queen to K B 2, but Mr. Staunton prefers the more attacking move of 14. Q to Kt 4. In the latter case, we believe, Black should reply 14. Q to Q B 2; and, on White supporting the King's Pawn, 15. Q to K B 2, afterwards bringing out the K B, and Castling on the King's side, with a very strong game.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. B to B 4	2. K Kt to B 3
3. K Kt to B 3	3. Kt takes K P

If 3. Q Kt to B 3, we have the "Two Knights' Game."

4. Q Kt to B 3

The credit of the invention of this move lies between the late M. Kieseritzki and Mr. Boden, each of whom, we believe, discovered it independently of the other.

Unless correctly opposed, this move gives the first player a most embarrassing attack, so much so as to have caused a partial abandonment of the King's

Knights' Defence, and a recurrence to the classical reply of 2. B to B 4.

Previous to the discovery of the move in the text, the usual line of play given for White was 4. P to Q 3, which Jaenisch and the "Handbook" continue—

4. P to Q 3 / Kt to Q 3 (Jaenisch condemns 4. ——— / Kt to K B 3, on the ground that White may obtain the better game by 5. Kt takes K P / P to Q 4, 6. B to Kt 3 / ———. He appears, however, to prefer to either of these moves 4. ——— / Kt to Q B 4, *e.g.*— 4. ——— / Kt to Q B 4 5. Kt takes K P / P to Q 4, 6. B to Kt 3 / Kt takes B 7. R P takes Kt / P to Q 4, with at least an equal game.)

To continue the defence of 4. Kt to Q 3—

5. Kt takes P / Kt takes B 6. Kt takes Kt / P to Q 4 7. Kt to K 5 / B to Q 3

8. P to Q B 4 / ———. Even game.

We will now return to our examination of the Boden-Kieseritzki attack of 4. Q Kt to B 3.

4. Kt takes Kt

This is decidedly Black's best move. He may, however, play also 4. P to Q 4 which we will briefly illustrate.

4. P to Q 4. The invention of this move is claimed by Mr. Lowenthal for Mr. Lichtenhein. We believe, however, that it is almost coeval with 4. Q Kt to B 3.

5. B takes P / Kt to K B 3	6. B to Kt 3 / B to Q 3	7. P to Q 3 / Castles
8. P to K R 3 / P to K R 3	9. B to K 3 / Kt to Q B 3	

There is little advantage on either side.

5. Q P takes Kt 5. P to K B 3

He may also play 5. P to Q B 3, continuing—

5. ——— / P to Q B 3	6. Kt takes K P / P to Q 4	7. B to Kt 3 / B to Q 3

Black's fifth move, which was first introduced in a series of games between Messrs. Staunton and Horwitz, constitutes the true defence to the *sortie* of the Queen's Knight. In the strangely meagre analysis of this interesting variation given in the German *Handbuch*, Black is made to play 5. P to Q 3, and the game is continued—

6. K Kt to Kt 5 / B to K 3	7. B takes B / P takes B	8. Q to K B 3 / ———

White has the advantage.

6. Castles 6. Q to K 2

The move of 6 Q to K 2 is the invention of Mr. Brien, and, in our opinion, establishes a satisfactory defence. Black may, however, play also 6. P to Q 3 and 6. Q Kt to B 3, *e.g.*—

Firstly—

6. ——— / P to Q 3	7. Kt to K R 4 / P to K Kt 3	(Black's 7th move is suggested

in the German *Handbuch*, but 7. P to K B 4 / Q to K 2, followed by 8. Q to R 5 (ch) / B to K 3, 9. K to Q square, seems preferable.)

8. P to K B 3 / P to K B 4 — 9. Kt takes K B P / B takes Kt — 10. Q to Q 5

With a winning game. The above variation occurred between Messrs. Campbell and Brien. ("Chess Players' Chronicle," third series, vol. i., p. 30.)

Secondly—

6. Q Kt to B 3 — 7. Kt to R 4 / Q to K 2 — 8. Kt to B 5 / Q to B 4

9. B to Kt 3 / P to Q 4 — 10. B to K 3 / Q to R 4 — 11. Kt to R 4 / B to K 3

We prefer White's game.

7. Kt to K R 4

7. Kt to Q 4, as suggested in the "Praxis," is less advantageous for White, *e.g.*—

7. Kt to Q 4 / Q to Q B 4 — 8. Q to K 2 (best) / P to Q 4 — 9. B to Q Kt 3 / B to K 2

With a Pawn more and a superior position.

7. P to K Kt 3

with the better game. White cannot now advance the K B P without losing a piece.

THE CENTRE GAMBIT.

Most authorities concur in condemning this *debut* as

"losing time." We are, however, far from satisfied with the justice of their *dictum*, inasmuch as with the best defences the opening resolves itself into a well-known form of the Bishop's Game, in which neither side is generally considered to have any advantage.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to Q 4	2. P takes P
3. B to Q B 4	

White may also play 3. K Kt to B 3, and on Black's replying with 3. Q Kt to B 3, we have the Scotch Gambit

We have found 3. B to Q 3 also very effective at this juncture, especially when rendering the odds of a piece. Black's correct reply is 3. P to Q 4; any other move yields him a very inferior position.

3. K Kt to B 3

This is his best move. We arrive at the same position in the King's Bishops' Game by

P to K 4	B to B 4	P to Q 4
1. ———	2. ———	3. ———, &c.
P to K 4	K Kt to B 3	P takes P

In addition to 3. K Kt to B 3, Black has the choice of several other moves, all of which are, however, inferior.

If he play 3. P to Q B 4, White replies with 4. P to Q B 3. If 3. B to Q B 4, White may rejoin with 4. B takes P (ch), or, perhaps better still, with 4. P to Q B 3.

Finally, he may play 3. B to Q Kt 5 (ch), as proposed

by Del Rio, and recommended by Jaenisch and the authors of the German *Handbuch*. The following is the probable continuation :—

	3. B to Q Kt 5 (ch)
4. P to Q B 3	4. P takes P
5. P takes P	5. Q to K B 3

This is Black's only move.

If 5. B to B 4, 6. B takes B P (ch) K takes B, 7. Q to Q 5 (ch), &c.,

and if 5. B to K 2, 6. Q to Q 5, and wins.

6. P takes B

The *Handbuch* gives 6. Q to Q Kt 3, which only leads to an even game, while the move in the text seems to yield the first player an immediate advantage in position.

	6. Q takes Q R
7. Q to Q Kt 3	7. Q to K B 3
8. Q Kt to B 3	8. K Kt to K 2
9. K Kt to K 2	

with a splendid opening.

If Black, instead of 8. K Kt to K 2, play 8. P to Q B 3, perhaps White's best reply is 9. K Kt to B 3. The following curious continuation occurred to the writer in actual play :—

8. P to Q B 3, 9. K Kt to B 3 P to Q 3, 10. P to K 5 P takes P,

11. Q Kt to K 4 Q to K Kt 3, 12. B takes P (ch), and wins.

CHAPTER XIII.

THE KING'S KNIGHTS' GAMBIT.*

1. P to K 4 / P to K 4	2. P to K B 4 / P takes P	3. K Kt to B 3 / P to K Kt 4	4. B to B 4 / B to Kt 2
5. Castles / P to Q 3	6. P to Q 4 / P to K R 3	7. P to Q B 3	

7. P to Q B 3 — GAME I.

7. Q B to K 3 — GAME II.

7. Kt to K 2 — GAME III.

7. Q Kt to Q 2 — GAME IV.

7. Q Kt to B 3 — GAME V.

7. Q to K 2 — GAME VI.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4

* We have largely availed ourselves, in the present chapter, of an admirable article contributed by the Rev. W. Wayte, to the "Chess Players' Chronicle," second series, vol. iii., p. 273.

Black may also equalize the game at the cost of the gambit Pawn, by 3. P to Q 4.

If he play 3. B to K 2, we arrive at the Cunningham Gambit, which see.

4. B to Q B 4

For 4. P to K R 4, see the Allgaier Gambit.

4. B to K Kt 2 (best)

For the consequences of 4. P to K Kt 5, see the Salvio and Muzio Gambits.

5. Castles 5. P to Q 3

White might also move 5. P to Q 4, and, on Black's replying with 5. P to Q 3, 6. Castles, producing the same positions as in the present game. If, instead of 5. P to Q 3, Black venture on 5. P to Kt 5, the following is probable:—

5. P to Q 4 / P to Kt 5	6. Castles / P takes Kt	7. Q takes P / B takes P (ch)
8. K to R square / P to Q 3	(If 8. Q to K B 3	9. Q B takes P / P to Q 3
10. Q to Q Kt 3 / B takes Kt P	11. P to K 5 —, &c.)	9. Q B takes P / B to B 3
10. P to K 5 / P takes P	11. Q B takes P / Kt to Q 2	12. B to Q B 3 / Q to K 2
13. R to K square / B to K 4	14. B takes B / Kt takes B	15. Q to R 5

regaining the piece with a fine game. The above variations are given in the German and English "Handbooks."

Should White, instead of either 5. Castles or 5. P to Q 4, play 5. P to Q B 3, Black may advantageously reply with 5. P to K Kt 5, *e.g.*—

5. P to Q B 3 / P to Kt 5	6. Castles / P takes Kt	7. Q takes P / Kt to K R 3
8. P to Q 4 / Castles	9. Q B takes P / P to Q 3	10. B takes Kt / B takes B

11. B takes P (ch) / K to R square, with the better game.

6. P to Q 4 6. P to K R 3 (best)

If, instead of 6. P to K R 3, Black play 6. Kt to K R 3, White may reply with 7. Kt takes Kt P, &c.

7. P to Q B 3

Up to this point all the chief authorities are agreed, but Black's 7th move is still a *questio vexata.*

He has the choice of no less than six lines of play, viz. :—

1. 7. P to Q B 3	2. 7. B to K 3	3. 7. Kt to K 2
4. 7. Q Kt to Q 2,	5. 7. Q Kt to B 3, and	6. 7. Q to K 2,

which we shall examine *seriatim.* *See* Games II., III., IV., V., and VI.

7. P to Q B 3

This defence is not to be recommended, as it yields White a fine attacking position.

8. P to K Kt 3

Apparently White's best move. In a game between Der Laza and Mr. Hanstein the following occurred :—

8. Q to Kt 3 / Q to K 2 — 9. P to K Kt 3 / P to Kt 5 — 10. Q B takes P / P takes Kt

11. R takes P, &c.

	8. P to K Kt 5
9. Q B takes P	9. P takes Kt
10. Q takes P	10. Q to K B 3 (best)

If 10. B to K 3 — 11. B takes B / P takes B — 12. B takes Q P / Q to Q 2

13. Q to R 5 (ch), &c. With a fine opening.

If 10. K Kt to B 3, 11. B takes Q P, preventing Black from Castling if he declines to take the Bishop, or regaining the piece, with a fine game, if the Bishop be captured.

The "Handbooks" continue the game—

11. Q to K R 5

White may also play 11. P to K 5, and 12. Q to K 3, with an excellent attack.

	11. Q to K Kt 3
12. Q takes Q	12. P takes Q
13. B takes Q P	13. Kt to K B 3
14. Q Kt to Q 2	

And the German *Handbuch* seems to prefer White's game; but we believe most players would take Black's position for choice. Perhaps White might more advantageously retire the Knight to K square, or K R 4, at move 9, instead of taking the doubled Pawn.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. B to K Kt 2
5. Castles	5. P to Q 3
6. P to Q 4	6. P to K R 3 (best)
7. P to Q B 3	7. Q B to K 3
8. B takes B	8. P takes B
9. Q to Q Kt 3	9. Q to Q B square
10. P to K R 4	10. P to K Kt 5
11. Kt to R 2	11. P to K Kt 6

Thus far is given by the "Handbooks," and the game is dismissed in Black's favour. The German *Handbuch* continues—

12. Kt to K B 3	12. P to K 4
13. P takes P	13. P takes P
14. Q Kt to R 3	14. K Kt to K 2
15. Q Kt to B 4	15. Q Kt to B 3

White is now made to play 16. $\frac{\text{Q to Q Kt 5}}{\text{P to K R 3}}$, and Black is justly said to have the better game.

The following continuation, by Mr. Wayte, appeared originally in Mr. Boden's "Popular Introduction," p. 109. The previous moves are the same, with the exception that 13. $\frac{\text{P takes P}}{\text{P takes P}}$ are omitted,

White being made to play 13. $\frac{\text{Q Kt to R 3}}{\quad}$.

16. Q Kt takes P	16. Kt takes Kt
17. Kt takes Kt	17. B takes Kt
18. B takes P	18. B to Q 3 (best)

If 18.——— B takes B, 19.——— R takes B / R to R 2 (19.——— R to K B sq clearly loses a piece.) 20.——— Q R to K B sq / K to Q 2 21.——— Q to K square, and wins.

19. Q to Q Kt 5 (ch)

If 19.——— P to K 5, Black checks with the Bishop, and then plays 20.——— Q to K Kt 5, with a winning game.

	19. Q to Q 2
20. Q to K R 5 (ch)	20. K to Q square
21. Q R to Q square	

Mr. Wayte now gives 21. K to B square for Black, upon which White replies with 22. P to Q Kt 4, winning the Bishop subsequently by the advance of the King's Pawn.

In a later edition of the *Handbuch*, 21. Q to K square is suggested in preference to 21. K to B square, and the analysis is continued—

	21. Q to K square
22. Q to K B 3	22. K to B square
23. B takes B	23. P takes B
24. Q takes Kt P	

and White has won three Pawns for the piece he has lost.

GAME III.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. B to K Kt 2
5. Castles	5. P to Q 3
6. P to Q 4	6. P to K R 3 (best)
7. P to Q B 3	7. Kt to K 2
8. P to K Kt 3	8. P to Kt 5
9. Kt to R 4	9. P to B 6
10. P to K R 3	

This move first occurred in a game between Messrs. Turner and Stanley. *See* "Chess Players' Chronicle," vol. xi., p. 99.

	10. P to K R 4
11. Kt takes P	

Mr. Turner played here 11. B to K Kt 5, which is inferior. The line of attack in the present game was first suggested by Mr. Staunton.

	11. P takes Kt
12. Q takes P	12. P to K B 3

This defence is approved of by Mr. Wayte. If 13. Castles—

13. B takes P (ch) / R takes K B — 14. Q takes R (ch) / K to R square — 15. Q takes R P (ch) / K to Kt square

16. Q to K B 7 (ch) / K to R square — 17. R to K B 4 ——, with an easy game.

13. P to K 5	13. P to K B 4 (best)
14. P takes Q P	14. P takes P
15. B to K Kt 5	

with a fine opening.

The German *Handbuch* makes Black now reply with 15. Q Kt to B 3, and, in opposition to Mr. Wayte, considers the first player to have the best of it. We will carry on the analysis a move or two further.

15. Q Kt to B 3

16. Q Kt to R 3

And what can Black do?

If he play either 16. Q to Q B 2, or 16. Q to Kt 3, or 16. B to Q 2, White equally replies with 17. Kt to Kt 5, and, if Black then attempt to protect the Queen's Pawn, 18. B to K B 4, with a magnificent game.

GAME IV.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. B to K Kt 2
5. Castles	5. P to Q 3
6. P to Q 4	6. P to K R 3 (best)
7. P to Q B 3	7. Q Kt to Q 2

This defence is recommended as best by Major Jaenisch.

8. P to K Kt 3

Both Jaenisch and the authors of the *Handbuch* now give 8. Kt to Q Kt 3 as Black's best reply.

Mr. Wayte, on the contrary, appears to prefer 8. P to K Kt 5. We will briefly trace the consequences of either move.

In the first place—

8. Kt to Kt 3

9. B to Q Kt 3

The following is given by the *Handbuch* as the probable result of 9. P takes P :—

9. P takes P / B to R 6 — 10. R to B 2 / Kt takes B — 11. Q to R 4 (ch) / P to Q B 3

12. Q takes Kt / P to Kt 5 — 13. Kt to K square / P to Q 4. Black has a strong attack, but, as the first player has recovered the gambit Pawn, this defence cannot be pronounced theoretically correct.

9. P to K Kt 5

This is given by Major Jaenisch. Der Laza plays 9. B to R 6, and continues :—

10. R to B 2 / P takes P — 11. B takes B P (ch) / K to Q 2 (best) — 12. P takes P / Q to K 2

13. K to R 2 / B to K 3 — 14. B takes B / Q takes B. Even game.

10. Q B takes P	10. P takes Kt
11. Q takes P	11. B to K 3
12. B takes B	12. P takes B
13. Q to R 5 (ch)	13. K to Q 2

If White play now either 14. Q to Kt 6, or 14. Q to B 7 (ch), Black replies with 14. Q to K 2; and if 14. B to K 3, 14. Kt to K B 3, and White has no adequate compensation for the piece sacrificed.

In the second place—

8. P to K Kt 5

Our objection to this defence is, that it enables White to sacrifice his Knight more advantageously than in the defence just examined.

9. Q B takes P

A game between Messrs. Bird and Smith was continued—

9. Kt to R 4 / P to K B 6 — 10. Kt to B 5 / Q to B 3 — 11. B to K B 4 / Q Kt to Kt 3 — 12. B to Kt 5 (ch) (See "Chess Players' Chronicle," vol. xi., p. 204.)

	9. P takes Kt
10. Q takes P	10. Q Kt to Kt 3

The above occurred between Mr. Spreckley and another. Mr. Wayte prefers 10. Q to K 2 at this point.

11. B takes B P (ch)	11. K takes B
12. B to K 5 (dis ch)	12. Kt to B 3
13. B takes Kt	13. B takes B
14. P to K 5	14. P takes P
15. P takes P	15. P to K R 4
16. P takes B	

And Mr. Spreckley, in a letter to the "Chess Players' Chronicle," vol. xii., p. 39, considers the game

ought to be drawn, an opinion with which Mr. Wayte seems to coincide.

GAME V.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. B to K Kt 2
5. Castles	5. P to Q 3
6. P to Q 4	6. P to K R 3 (best)
7. P to Q B 3	7. Q Kt to B 3

This move, though not unfrequently adopted in actual play, has never received one tithe of the analysis it deserves. As far as examination has gone, it is considered to establish a satisfactory defence.

8. Q to Q R 4

We agree with Mr. Wayte in thinking that this move, which first occurs in a game between M'Donnell and another ("Chess Studies," No. 132), is not the best at White's disposal.

8. K to B square

Any other move would lose Black a Pawn, *e.g.*—

If 8.——— (B to Q 2), 9.——— (Q to Kt 3).

Again, if 8.——— (Q to Q 2), 9.——— (B to Q Kt 5), &c.

For an analogous position, the student may compare Mr. Fraser's attack in the "Evans' Gambit."

The move of 8. K to B square seems altogether to frustrate White's attack. Black may now advance the Pawns on the King's side with great effect.

GAME VI.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. B to K Kt 2
5. Castles	5. P to Q 3
6. P to Q 4	6. P to K R 3 (best)
7. P to Q B 3	7. Q to K 2

The *Handbuch* pronounces this the best possible defence that Black can adopt, and gives the following variations :—

In the first place—

8. P to K 5	8. P takes P
9. Kt takes P	

If 9. P takes P / Q to Q B 4 (ch), Black can force the exchange of Queens by 9. ———.

	9. B takes Kt
10. R to K square	10. Q B to K 3
11. B takes B	

If 11. Q to Q Kt 3 / B takes B — 12. Q takes B / B takes P (ch) — 13. K to B sq (best) / B to K 4

14. Q to Kt 5 (ch) / Q Kt to Q 2, and wins.

	11. P takes B
12. R takes B	12. Q Kt to B 3
13. R to K square	13. Castles
14. Q to K Kt 4	14. Q R to K square
15. P to Q Kt 3	15. Kt to K B 3

and should win.

In the above variation we should have thought that White, instead of retiring the Rook at move 13, ought rather to have played 13. Q to R 5 (ch), either compelling Black to move his King or regaining the gambit Pawn.

In the second place—

8. P to K Kt 3	8. P to K Kt 5

The *Handbuch* suggests that Black might also take K Kt P, a mode of play not feasible in any other variation.

9. Q B takes P	9. P takes Kt
10. Q takes P	10. Q Kt to Q B 3
11. Q Kt to Q 2	11. B to Q 2
12. Q R to K square	12. Castles
13. P to K 5	13. P takes P
14. P takes P	14. P to K R 4

with the superior game.

CHAPTER XIV.

THE CUNNINGHAM GAMBIT.

1. P to K 4 / P to K 4	2. P to K B 4 / P takes P	3. K Kt to B 3 / B to K 2	4. B to B 4 / B to R 5 (ch)

5. P to K Kt 3 — GAME I.

5. K to B sq — GAME II.

THIS interesting form of the King's Knights' Gambit is first noticed in Captain Bertin's treatise (1735), where it is distinguished by the title of the "Three Pawns' Gambit." It was subsequently analysed by Stamma, Philidor, and Allgaier, and received its present designation from its being an especial favourite with Mr. Cunningham, the celebrated historian.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. B to K 2
4. B to B 4	4. B to K R 5 (ch)
5. P to K Kt 3	

This is the usual move given for White at this juncture, but 5. K to B square is decidedly preferable, for which see Game II.

	5. P takes P
6. Castles	6. P takes P (ch)
7. K to R square	

White is now *minus* three Pawns, but, owing to the excellent development of his pieces, his game is not so utterly compromised as Stamma and Philidor would have us believe. Great care is required on Black's part, as the least error would be fatal to him.

In reply to White's 7th move, he has the choice of three lines of defence, viz.:—

7. 1. B to B 3, 7. 2. B to K 2, and 7. 3. P to Q 4

Firstly—

7. B to K B 3

8. Kt to K 5 (best)

8. P to K 5, as given by Philidor, is inferior, *e.g.*—

8. P to K 5 / P to Q 4 — 9. P takes B / Kt takes P — 10. B to Kt 3 / B to K 3

11. P to Q 4 / Kt to K 5 — 12. B to K B 4 / Q Kt to B 3,

and Black has four Pawns for the piece he has lost.

	8. B takes Kt
9. Q to R 5	9. Q to K 2
10. R takes K B P	10. Q to Q B 4
11. R to B 8 (dis ch)	11. K to K 2 (best)
12. P to Q 4	12. Q takes P (best)

If 12. Q takes B — 13. R to K 8 (ch), K to Q 3 — 14. Q takes B (ch), K to Q B 3

15. Q Kt to R 3, and should win.

13. B to K Kt 5 (ch) 13. K to Q 3

If 12. B to B 3 — 13. R to K 8 (ch), K to Q 3 — 14. B to B 4 (ch), and wins.

14. Kt to Q 2	14. K Kt to B 3
15. Q to K B 7	15. Kt takes K P
16. Q B to K 3	16. K Kt to Kt 6 (ch)
17. K to Kt 2	17. Q takes B

and White draws by perpetual check.

The above moves are given in the "Handbooks."

Secondly—

7. B to K 2

8. B takes K B P (ch)

White might also apparently win by 8. Kt to K 5.

8. K to B square (best)

If 8. K takes B, 9. Kt to K 5 (double ch), forcing mate, or winning the Queen.

9. Kt to K 5	9. Kt to K B 3
10. B to Kt 3	10. Q to K square
11. Kt to B 7	11. R to Kt square
12. P to K 5	

with a winning game.

Thirdly—

7. P to Q 4 (best)

If 7.—P to Q 3 8.—B takes P (ch), K takes B 9.—Kt takes B (dis ch), &c.

8. B takes P

If 8.—P takes P, B to B 3, and White has no further attack.

	8. Kt to K B 3
9. B takes B P (ch)	9. K takes B
10. Kt takes B	10. R to K B square

10. R to K square looks better, but is really inferior, *e.g* —

10.—R to K square 11.—P to Q 3, B to R 6 12.—Q to R 5 (ch), K to Kt square

13.—R takes Kt, P takes R 14.—Kt to Q B 3, R to K 4 15.—Q to K B 3, Q to Q 2

16.—B to K B 4, with a fine game.

The above occurred between Messrs. Morphy and Bird. (See Lowenthal's "Morphy," p. 251.)

11. P to Q 3

If 11.—P to K 5, Q to Q 4 (ch) 12—Kt to K B 3, Kt to R 4, &c.

	11. K to Kt square
12. B to K Kt 5	12. Kt takes K P
13. R takes R (ch)	13. K takes R
14. Q to K B 3 (ch)	14. Kt to K B 3
15. Q Kt to B 3	15. B to Q 2

Black has the better game.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to B 4	2. P takes P
3. K Kt to B 3	3. B to K 2
4. B to B 4	4. B to R 5 (ch)
5. K to B square (best)	5. B to K B 3

5. P to Q 3 looks better, but even then White would recover the gambit Pawn, with a very superior game.

6. P to K 5	6. B to K 2
7. P to Q 4	7. P to Q 4
8. B to K 2	8. P to Q B 4

The "Handbooks" give for Black 8. P to Kt 4, which is speedily disastrous to him, on account of White's reply of 9. P to K R 4.

9. P to Q B 3

If, instead, he play 9. B takes P, Black takes P with P, and then moves 10. B to Q B 4, &c.

9. Q to Q Kt 3

Following with K Kt to R 3, and Castles, with very little inferiority of position.

CHAPTER XIV.

THE SALVIO GAMBIT.

1. P to K 4 / P to K 4	2. P to K B 4 / P takes P	3. K Kt to B 3 / P to K Kt 4
4. B to B 4 / P to K Kt 5	5. Kt to K 5 / Q to R 5 (ch)	6. K to B square / Kt to K R 3

This opening first occurs in a treatise of Salvio's, who, however, was not its originator, but adopted the variation, as he expressly tells us, from a Portuguese book. This defence leads to many instructive situations, but is now of very rare occurrence, as it admits of the first player converting the opening into a Muzio Gambit.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. B to B 4	4. P to Kt 5
5. K to K 5	

White may also Castle at this point, leaving the Knight *en prize*, for which see the Muzio Gambit.

	5. Q to R 5 (ch)
6. K to B square	6. K Kt to R 3

Black may also move 6. P to K B 6, which constitutes the "Cochrane Gambit." As this opening is of very rare occurrence, and, with the best play, according to Major Jaenisch, resolves itself into the Salvio Gambit, we shall not devote a special chapter to its consideration, merely observing that, in reply to 6. P to K B 6, White must move 7. P to Q 4, and on Black then playing 7. Kt to K R 3 we arrive at the variation of the Salvio Gambit now under examination.

If Black, instead of either 6. P to K B 6 or the move in the text, play 6. K Kt to B 3, as also recommended by Salvio, the following is probable :—

6. K Kt to B 3 — 7. Q to K sq (best) — (If 7. Kt takes K B P, Black obviously wins a piece by 7. P to Q 4. If 7. B takes P (ch),

7. K to K 2 — 8. B to Kt 3 — P to Q 3 — 9. Kt to Q 3, with a strong attack.)

7. Q takes Q (ch) — 8. K takes Q — P to Q 3

(If 8. Kt takes K P — 9. B takes P (ch) — K to K 2 — 10. B to R 5, with a superior position.)

9. Kt takes B P — P to Q 4 — 10. B takes P — Kt takes B

11. Kt takes R / Kt to K B 3 12. P to Q 3 / B to Kt 2, and White has a Rook and two Pawns against a Bishop and Knight.

We will now return to the consideration of 6. Kt to K R 3.

7. P to Q 4 7. P to K B 6

(7. P to Q 3 is inferior, as it would lead to 8. Kt to Q 3 / P to K B 6 (best)
9. P to K Kt 3 / Q to K 2 10. Kt to Q B 3, &c.)

White has now a very embarrassed game. He has the choice of several lines of play, viz. :—

8. 1. P to K Kt 3 2. Q to K square 3. Q B to B 4
8. 4. B takes Kt, and 8. 5. P takes P.

In the first place—

8. P to K Kt 3 8. Q to R 5 (ch)
9. Kt to Kt 2 9. Q to Kt 7 (ch)
10. K to K 3 10. P to K B 4

This is Black's correct move, and was first given by Silberschmidt. The old move, as suggested by Salvio, is 10. P to K B 3, in reply to which White can retire the Knight to Q 3, and afterwards play him to K B 4, with a good game.

11. Q Kt to B 3

White has no better move.

If 11. K to Q 3, 11. P takes P (ch) 12. K takes P, P to Q 4 (ch), &c.

13. B takes P, P to B 7 (ch), &c.

Secondly—

8. Q to K square	8. Q takes Q (ch)
9. K takes Q	9. P takes Kt P
10. R to Kt square	10. P to Q 3

with a better game.

Thirdly—

8. Q B to B 4	8. P takes P (ch)
9. K takes P	9. P to Q 3
10. Kt to Q 3	

If 10. B takes K Kt, 10. B takes B, with a winning attack.

10. Q to R 6 (ch)

with a fine attack.

Fourthly—

8. B takes Kt	8. P takes P (ch)
8. K takes P	9. B takes B

and whether White captures the K B P with Kt or Bishop, the second player will obtain a better game by either 10. R to B square, or 10. K to K 2. We may remark that White cannot play 10. Q takes Kt P, on account of the following :—

10. Q takes Q, 11. Kt takes Q, B to Kt 2 (best) 12. B to K 5 (best), Kt to Q B 3

13. $\frac{\text{P to Q B 3}}{\text{P to Q 4}}$ 14. $\frac{\text{B to K 2}}{\text{R to K Kt sq}}$, and wins a Pawn.

Lastly—

8. P takes P	8. P to Q 3
9. Kt to Q 3	9. Kt P takes P

If 9. Q B takes Kt, 9. Q P takes Kt.

10. Kt to B 2	10. B to R 6 (ch)
11. Kt takes B	11. Q takes Kt (ch)

and wins.

CHAPTER XV.

THE MUZIO GAMBIT.

1. P to K 4 / P to K 4	2. P to K B 4 / P takes P	3. K Kt to B 3 / P to K Kt 4	
4. B to B 4 / P to Kt 5	5. Castles / P takes Kt		GAME I.
	5. P to Q 4		GAME II.
	5. Castles / Q to K 2		GAME III.

THE invention of this beautiful gambit has been erroneously ascribed to Signor Muzio, an Italian player of the seventeenth century, but Salvio, who first notices the opening, states that it was first shown him by Signor Muzio, as having frequently been adopted with success by Don Cascio, who probably was the originator of the gambit.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P

3. K Kt to B 3	3. P to Kt 4
4. B to B 4	4. P to Kt 5
5. Castles	5. P takes Kt

Instead of taking the Knight at once, Messrs. Kling and Horwitz, in the appendix to their "Chess Studies," recommend Black to play 5. Q to K 2, and then to capture the Knight with Pawn. This transposition of the moves, however, is perfectly immaterial, since, if Black follow 5. P takes Kt with 6. Q to K 2, the same position is brought about. (*See* "Kling and Horwitz' Defence," Game III.)

In lieu of 5. Castles, White may play either 5. P to Q 4, or 5. B takes K B P (ch), for which see Game II.

6. Q takes P

If 6. P to Q 4, Black obtains the better game by 6. P to Q 4, and 7. B to K Kt 5, &c. Should he, however, venture on 6. P takes Kt P, White replies with 7. B takes P (ch), and should win.

6. Q to K B 3

Black's 6th move was first suggested in the *Handbuch*, and is now allowed to be the best at his command.

He may also play 6. Q to K 2, or 6. B to R 3, which we will briefly examine.

In the first place—

6. Q to K 2 — 7. P to Q 4 / Q to Kt to B 3 — 8. Q takes P / Kt takes Q P (for 8. Kt to Q sq see Messrs. "Kling and Horwitz's Defence.") — 9. K B takes B P (ch) / K to Q square

10. Q Kt to B 3 / K Kt to R 3 — 11. Q B to K 3 / Q Kt to K 3 — 12. B takes Kt / Q takes B — 13. Kt to Q 5,

and should win.

In the second place—

6. B to R 3 — 7. P to Q 4 / Q Kt to B 3 — 8. Q Kt to B 3 / Kt takes Q P

9. Q to R 5, with a winning position.

7. P to K 5	7. Q takes P
8. P to Q 3	8. B to K R 3
9. B to Q 2	9. Kt to K 2
10. Q Kt to B 3	10. P to Q B 3 (best)

The counter-attack of 10. Q Kt to B 3 is inferior, as was first shown by Mr. Staunton in the "Handbook," p. 282.

11. Q R to K square	11. Q to Q B 4 (ch)

This check is recommended by all the authorities. We believe, however, that 11. Q to K B 4, as suggested by Mr. Paulsen, will be found much more effective in actual play.

12. K to R square	12. P to Q 4
13. Q to R 5	13. Q to Q 3
14. K B takes P	14. Castles

The "Handbook" gives 14. P takes B, but we prefer the move in the text.

15. R takes Kt	15. P takes B
16. Kt takes P	16. Q Kt to B 3
17. Q B takes P	17. B takes B

18. R takes B	18. Q takes R
19. Kt takes Q	19. Kt takes R
20. Q to Kt 5 (ch)	20. Kt to B 3
21. Kt to R 5	21. P to K B 4
22. Kt to B 4	22. K to B 2
23. Kt to R 5	

and draws the game.

The above moves are quoted by Mr. Boden, in his "Popular Introduction," as a model of the opening. There are many variations in both the defence and attack, but as the Muzio Gambit is now very rarely played, we do not think it necessary to give any further examples.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to Kt 4
4. B to B 4	4. P to Kt 5
5. P to Q 4	

The attack springing from this move is not quite so strong and embarrassing as that consequent on 5. Castles, but it nevertheless gives rise to many beautiful and difficult situations. It has been rigorously analysed by Koch and Ghulam Kassim, by whose names it is generally known.

White may also play, as we have remarked above, 5. B takes K B P (ch) at this point. It is not strictly sound; we will therefore briefly dispose of it, *e.g.*—

5. B takes P (ch) / K takes B — 6. Kt to K 5 (ch) / K to K square (If 6. K to K 3, as advised by Greco, White wins by 7 Q takes K Kt P (ch), and 7. Q to K B 5 (ch), &c.)

7. Q takes P / K Kt to B 3 (best) (Lolli gives 7 Q to K B 3, but it is decidedly inferior.) 8. Q takes B P / P to Q 3 — 9. Kt to Q B 4 / Kt to Q B 3 — 10. Castles / B to Kt 2. Black has the better game. The above moves are given in the "Handbooks."

5. P takes Kt

6. Q takes P — 6. P to Q 4 (best)

If 6. Q to K B 3, 7. P to K 5; and if 6. Q to R 5 (ch), 7. P to Kt 3 / Q to R 6

8. Q B takes P, with a fine opening.

7. B takes Q P — 7. P to Q B 3

Black's 7th move is preferred by Mr. Staunton to 7. Kt to K B 3, as suggested by the German *Handbuch*.

8. B to Q Kt 3

8. B takes B P (ch) leads to an embarrassing but unsound attack. In reply, Black takes the Bishop, and if White then play either 8. Q takes P (ch), or 8. Q B takes P, Black equally rejoins with 8. K Kt to B 3.

If, as suggested by Mr. Staunton, White follows 8. B takes B P (ch), with 9. Q to R 5 (ch), then 9. K to Kt 2, 10. Q B takes P / P to K R 3; if now

11. Castles, 11. K Kt to B 3; if 11. P to K 5, 11. Q to Q 2,

apparently with a safe defence.

	8. Q takes Q P
9. Q B takes P	9. K Kt to B 3
10. Q Kt to Q 2	10. B to K Kt 5
11. Q to K Kt 3	11. Q Kt to Q 2

We prefer Black's 11th move to 11. Kt takes K P, as given in the main variation of the "Handbook," and continued—

11. Kt takes K P, 12. Kt takes Kt, Q takes Kt (ch), 13. K to Q 2,

and White is justly said to have the better game.

12. P to Q B 3	12. Q to Q B 4

If 12. Q to Q 6, 13. B to Q B 4, &c.

13. P to K 5	13. Castles
14. P takes Kt	14. R to K square (ch)
15. K to B square	

Here, the "Handbook" remarks, "Black can draw the game by checking with his Bishop at King's 7th." We are of opinion, however, that Black may win from this point, in proof of which we submit the following continuation:—

15. R to K Kt square

threatening to win the Queen by 16. B to K 7 (ch).

White has now four replies to choose from, viz.:—

16. 1. Q R to K sq, 2. Q to R 4, 3. Q to K B 2,

and 16. 4. K Kt to B 3.

In the first place—

16. Q R to K square	16. B to K 7 (ch)
17. R takes B	17. R takes R

(If 17. R takes Q, White obviously mates on the move.)

18. K takes R	18. R takes Q
19. B takes R	19. Kt takes B P

and should win.

In the second place—

16. Q to R 4	16. B to K 7 (ch)
17. K to K square	17. B to B 6 (dis ch)

and wins.

In the third place—

16. Q to K B 2	16. B to K 7 (ch)
17. K to Kt square	17. Q takes Q (ch)
18. K takes Q	18. B to B 4 (ch)
19 K to K square	19. B to B 6 (dis ch)

and wins.

Lastly—

16. Kt to K B 3	16. B to K B 4
17. Q to K B 2 (best)	17. B to Q 6 (ch)
18. K to Kt square	18. R to K 7

and wins.

GAME III.

KLING AND HORWITZ'S DEFENCE.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P

3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. P to K Kt 5
5. Castles	5. Q to K 2

In an analysis which forms an appendix to Messrs. Kling and Horwitz's "Chess Studies," this move is given as establishing a satisfactory defence to the Muzio attack. Von Der Laza, however, has proved, in the third edition of the *Handbuch*, that the most Black can obtain is an even game. He continues—

6. P to Q 4 (best)

6. Kt to K 5 is inferior, as is shown in the following variation :—

6. Kt to K 5 / Q takes Kt	7. P to Q 4 / Q to K Kt 2	8. R takes P / Kt to K R 3
9. R to K B sq / P to Q 3	10. B takes K Kt / Q takes B	11. B takes P (ch) / K to Q square
12. P to K 5 / Q Kt to B 3	Black has a winning game.	

	6. P takes Kt
7. Q Kt to B 3	7. P to Q 3
8. Q Kt to Q 5	8. Q to Q 2
9. Q takes P	9. Q Kt to B 3
10. Q takes P	10. B to K Kt 2
11. Kt takes Q B P (ch)	11. Q takes Kt
12. B takes B P (ch)	12. K to B square
13. B to Q Kt 3 (dis ch)	13. K Kt to B 3
14. Q to K R 4	14. K to K square
15. B to K Kt 5	15. R to K B square

16. B takes Kt	16. B takes B
17. R takes B	17. R takes R
18. Q takes R	18. Q to K 2
19. Q to R 8 (ch)	19. K to Q 2
20. P to K 5	

and White has three Pawns and a good position for the piece he has sacrificed.

CHAPTER XVI.

THE ALLGAIER GAMBIT.

1. P to K 4 / P to K 4	2. P to K B 4 / P takes P	3. K Kt to B 3 / P to K Kt 4	4. P to K R 4 / P to K Kt 5
5. Kt to Kt 5 / P to K R 3	6. Kt takes K B P / K takes Kt	7. Q takes K Kt P — GAME I.	
		7. B to B 4 (ch) — GAME II.	

UNDER this head we shall consider that form of the attack arising from the first player moving 5. Kt to K Kt 5, as originally suggested and analysed by Allgaier, reserving the consideration of the more usual move of 5. Kt to K 5 for the following chapter, under the more appropriate name of the "Great Gambit."

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. P to K R 4	4. P to K Kt 5
5. Kt to Kt 5	

For 5. Kt to K 5 see Chapter XVII.

5. P to K R 3

This is Black's best move. Both 5. P to K R 4 and 5. P to Q 4 are inferior.

6. Kt takes K B P	6. K takes Kt
7. Q takes K Kt P	

This is Allgaier's move. White may also play 7. B to B 4 (ch), for which see Game II.

7. K Kt to B 3rd

La Bourdonnais recommends 7. Q to K B 3, but the move in the text is more forcing.

8. Q takes K B P	8. B to Q 3 (best)

Black's 8th move is the invention of Herr Horny, and at once transfers the attack into the second player's hands.

9. B to B 4 (ch)	9. K to Kt 2

If 9. Q to K B 2, then 9. K to Kt 2, and 10. R to K B sq.
If 9. Q to K B 3, 9. Q Kt to B 3, in either case with an easy game.

10. Q to K B 3	10. Q Kt to B 3
11. P to Q B 3	11. Q Kt to K 4
12. Q to K Kt 3 (ch)	12. Q Kt to K Kt 5

and wins.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to Kt 4
4. P to K R 4	4. P to Kt 5
5. Kt to Kt 5	5. P to K R 3
6. Kt takes B P	6. K takes Kt
7. B to B 4 (ch)	

This move attracted some attention a few years back, from its occurrence in a series of games between Prince Ourousoff and a Russian amateur. Unless correctly opposed, it gives a powerful attack; but against the best defence it is scarcely superior to Allgaier's move of 7. Q takes Kt P.

7. P to Q 4 (best)

(If 7. K to K square, 8. Q takes Kt P, regaining the piece.)

8. B takes P (ch) 8. K to K sq (best)

If 8. K to Kt 2, White may ensure a drawn game by 9. B takes Q Kt P, giving perpetual check if the Bishop be taken.

9. P to Q 4	9. P to K B 6
10. P takes P	10. B to K 2

with a strong position.

CHAPTER XVII.

THE GREAT GAMBIT.

1. P to K 4 / P to K 4	2. P to K B 4 / P takes P	3. K Kt to B 3 / P to K Kt 4
4. P to K R 4 / P to K Kt 5	5. Kt to K 5	

5. P to K R 4 — GAMES I., II., AND III.

5. P to Q 3 — GAME IV.

5. B to K 2 — GAME V.

5. K Kt to B 3 — GAME VI.

By this name the Italian writers have appropriately designated that form of the game known as the "Allgaier Gambit," in which the first player moves 5. Kt to K 5, to distinguish it from the other branch of the opening, where the Kt is played to Kt 5, which constitutes the "Allgaier Gambit" proper.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P

3. Kt to K B 3	3. P to K Kt 4
4. P to K R 4	4. P to Kt 5
5. Kt to K 5	

Black has now four replies at his disposal, viz. :—

5. 1. P to K R 4, 5. 2. P to Q 3, 5. 3. B to K 2, and 5. 4. K Kt to B 3.

In our present game we shall examine the consequences of 5. P to K R 4, reserving the consideration of 5. P to Q 3, 5. B to K 2, and 5. K Kt to B 3, respectively, for Games IV., V., and VI.

5. P to K R 4

This move was first suggested by Salvio, who touches also on 5. Q to K 2 and 5. B to K 2. The move of 5. B to K 2 is strongly advocated by Mr. Lewis, and leads to a class of positions closely resembling those springing from 5. P to Q 3. (*See* Games IV. and V.)

6. B to Q B 4	6. Kt to K R 3

Most authorities concur in regarding this as Black's best defence. We believe, however, he may play 6. R to R 2 with greater advantage. (*See* Game II.)

7. P to Q 4	7. P to Q 3
8. Kt to Q 3	8. P to K B 6
9. P takes P	

At one time 9. P to K Kt 3 was recommended for White, but was abandoned on account of Mr. Knight's counter-move of 9. P to Q 4.

We are, however, by no means of opinion that this

reply is perfectly satisfactory against the move of 9. P to K Kt 3, which we shall examine anon. (*See* Game III.)

	9. B to K 2
10. B to K B 4	

We prefer the move in the text to the more usual move of 10. B to K 3, since the Queen can retire to the more advantageous post of K 3 when attacked by the adverse Bishop.

	10. B takes R P (ch)
11. K to Q 2	11. P takes P
12. Q takes P	12. B to K Kt 5
13. Q to K 3	

and White has a strong attacking game.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. R to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. P to K R 4	4. P to Kt 5
5. Kt to K 5	5. P to K R 4
6. B to Q B 4	6. R to R 2
7. P to Q 4	

The usual move now recommended for Black is 7. P to K B 6, the result of which yields White a rather superior game. If, instead, Black play 7. P to Q 3,

White can sacrifice Bishop and Knight for Rook and Pawn, with a fine attacking position.

We prefer, to either of these moves, 7. Q to K B 3, as originally suggested by Del Rio, in conjunction with 6. Kt to K R 3, but which was adapted by M. Centurini to the defence of 6. R to R 2. (*See* "Chess Players' Chronicle," vol. i., second series, p. 114.)

7. Q to K B 3

8. Q Kt to B 3

M. Centurini also gives 8. P to Q B 3, *e.g.*—

8. P to Q B 3 — B to Q 3 | 9. K Kt to Q 3 — P to K B 6 | 10. P takes P — B to Kt 6 (ch)

11. K to B square — P to Q 3, with the better game.

8. Kt to K 2

This move, which we believe to be the best at Black's command, first occurs in a game between Major Jaenisch and Prince Ourousoff. M. Centurini, on the contrary, gives—

8. P to Q B 3 | 9. Kt to K 2 — P to Q 3 | 10. K Kt to Q 3 — P to K B 6

11. P takes P (best) — P takes P (best) | 12. Q Kt to K Kt 3 — Q takes Q P | 13. B to Q Kt 3 — B to Kt 5

with an excellent game.

9. Q Kt to K 2

Castling at this point, or on the previous move, is inferior, *e.g.*—

9. Castles — B to R 3 | 10. Q Kt to K 2 — P to K B 6 | 11. P takes P — P to Q 4

If White now play 12. K P takes P, or 12. P takes K Kt P, Black equally replies with 12. Q takes R P, having a winning game.

9. P to Q 3

Major Jaenisch considers this to be Black's best move. 9. B to R 3 seems inferior, *e.g.*—

10. P to Q B 3 (best) / P to Q 3 — 11. Kt to Q 3 / Kt to K Kt 3 — 12. Q to Q Kt 3, &c.

10. B takes K B P (ch)

The sacrifice of the two pieces for the Rook is compulsory. If 10. Kt to Q 3, then 10. P to K B 6, &c.

	10. R takes B
11. Kt takes R	11. Q takes Kt
12. B takes P	12. Q Kt to B 3
13. Castles	13. Q to K R 2

Black has the better game.

We may remark that Black cannot follow 6. Kt to K R 3 with 7. Q to K B 3, as suggested by Del Rio, *e.g.*—

6. Kt to R 3 — 7. P to Q 4 / Q to K B 3 — 8. Kt to Q B 3 / P to Q B 3

9. Q Kt to K 2 / P to Q 3 — 10. Q B takes P / P takes Kt — 11. Q B takes P

winning the exchange.

For further illustration of this defence, see some games between Messrs. Knight and Slous, in Walker's "One Thousand Games."

GAME III.

(*Mr. Knight's Defence.*)

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. P to R 4	4. P to Kt 5
5. Kt to K 5	5. P to R 4
6. B to B 4	6. Kt to R 3
7. P to Q 4	7. P to Q 3
8. Kt to Q 3	8. P to K B 6
9. P to K Kt 3	9. P to Q 4

Black's 9th move is the invention of Mr. Knight, and was long considered to be as satisfactory against this form of the "Great Gambit" as Mr. Horny's move of B to Q 3 in the "Allgaier Gambit Proper." We are of opinion, however, that this defence has been somewhat over-rated, and submit the following variation :—

10 . P takes P (best)

If 10. B takes P, then 10. P to Q B 3, followed by 11. Q takes Q P, &c.

10. Kt to K B 4

11. B to K B 4

Attention was first called to this line of play in a game between Mr. Fraser and an amateur.

11. B to Q 3 (best)

12. Kt to K 5	12. P to K B 3
13. Q to Q 3	13. Q to K 2
14. K to Q square	14. P takes Kt
15. P takes P	

And White appears to have an ample equivalent for the piece he has lost.

GAME IV.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to Kt 4
4. P to K R 4	4. P to Kt 5
5. Kt to K 5	5. P to Q 3

This line of defence, which is identical in some of its main variations with that of 5. B to K 2, as advocated by Salvio and Mr. Lewis, was a great favourite with the late M. Kieseritzski.

6. Kt takes Kt P	6. B to K 2
7. P to Q 4	7. B takes P (ch)
8. Kt to B 2	8. Q to Kt 4
9. Q to K B 3	9. B to K Kt 6
10. Q Kt to B 3	10. K Kt to B 3
11. B to Q 2	

Preferable to 11. B to Q 3, *e.g.*—

B to Q 3	Kt to Q Kt 5	P to Q B 3
11. ———	12. ———	13. ———
Q Kt to B 3	K to Q square	K R to Kt sq

14. $\frac{\text{K to B square}}{\text{B to K Kt 5}}$ $\frac{\text{Kt takes B (best)}}{\text{Kt takes Kt}}$, &c.

With a good game.

It is obvious that White could not play 15. Q takes K B, on account of 15. B to K 7 (ch) &c.

	11. R to K Kt square
12. Castles	12. B to K Kt 5
13. Kt takes B	13. Kt takes Kt
14. Q takes B	14. P takes Q
15. B takes Q	15. Kt to B 7
16. R takes R P	16. Kt takes R
17. K takes Kt	17. R takes B
18. R to R 8 (ch)	

and the *Handbuch* dismisses the game in White's favour.

GAME V.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. P to K R 4	4. P to K Kt 5
5. Kt to K 5	5. B to K 2

This defence possesses many interesting features, and deserves much more attention than it has hitherto received.

In reply, White has the choice of two lines of play, viz. :—

1. 6. Kt takes Kt P, and 2. 6. B to Q B 4.

In the first place—

6. Kt takes Kt P	6. B takes P (ch)
7. Kt to K B 2	7. B takes Kt (ch)
8. K takes B	8. P to Q 4
9. P takes P	

If 9. $\frac{\text{P to K 5}}{\text{P to Q B 4}}$, &c.

	9. Q takes P
10. P to Q 4	10. Q Kt to B 3
11. P to Q B 3	11. K Kt to B 3

Black has the better opening.

In the second place—

6. B to Q B 4	6. B takes P (ch)
7. K to B square	7. P to Q 4
8. B takes Q P	8. K Kt to R 3
9. P to Q 4	9. B to K Kt 4

If 9. $\frac{\text{Q to K Kt 4}}{}$, 10. $\frac{\text{Q to Q 2}}{\text{B to Kt 6}}$, 11. $\frac{\text{Q Kt to B 3}}{}$, &c.

10. Q Kt to B 3	10. P to K B 3

If 10. $\frac{\text{P to K Kt 3}}{\text{Q to K B 3 (best)}}$.

11. Kt to Q 3	11. P to Q B 3
12. Q B takes P	12. P takes K B
13. B takes B	13. P takes B
14. R takes Kt	14. Castles (ch)
15. K to Kt square	15. K to Kt 2
16. R to R square	16. P takes P
17. Kt to K 5	17. Kt to Q B 3

and the game is in Black's favour.

GAME VI.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. P to K R 4	4. P to Kt 5
5. Kt to K 5	5. Kt to K B 3

This defence was advocated by Philidor, and is noticed in the English and German "Handbooks," both of which, after a very brief analysis, dismiss the game in favour of the second player.

6. B to Q B 4

This is given in both the English and German "Handbooks," but White may also play 6. Kt takes K Kt P, for which see Variation.

Black has now the choice of two replies, viz.:— 6. Q to K 2, as advocated by Philidor, and 6. P to Q 4, which is now generally preferred.

In the first place—

	6. Q to K 2
7. B takes B P (ch)	7. K to Q square
8. P to Q 4	8. P to Q 3
9. B to Q Kt 3	9. P takes Kt

White might also play, but with less advantage, 9. Q B takes P, *e.g.*—

9. Q B takes P / P takes Kt	10. Q P takes P (dis ch) / B to Q 2 (best)	11. B to Q 5 / Kt takes B
12. B to K Kt 5 / K to B square	13. B takes Q / Kt takes B.	

The above variation is given in the *Handbuch*, and the game is dismissed in favour of the second player. It seems to us, however, that, instead of taking the Bishop with Knight at move 11, Black might have played with more advantage 11. Q to Q Kt 5 (ch).

10. P takes K P (dis ch)	10. Q B to Q 2 (best)
11. P takes Kt	11. Q takes K P (ch)
12. K to B square	12. B to Q 3
13. Q Kt to B 3	13. Q to K B 4
14. P to K B 7	

and Black has somewhat the better game.

(See *Handbuch*, third edition, p. 312.)

In the second place—

	6. P to Q 4
7. P takes P	7. B to Q 3
8. P to Q 4	8. Kt to K R 4

The move of 8. Kt to K R 4, which first occurred, we believe, in a game between MM. Kieseritzski and Desloges (*See* "Chess Players' Chronicle," vol. vi., p. 26), has the sanction of Messrs. Staunton, Jaenisch, and Morphy. Mr. Lowenthal, on the other hand, leans towards 8. Q to K 2, which gives the following continuation:—

8. Q to K 2	9. B takes P Kt to R 4	10. Castles Q takes K R P
(If 10. P to K B 3	11. K to K square, &c.)	11. Q to K 2

with a fine game.

9. B to Q Kt 5 (ch)

We believe this to be White's best reply. At one time Major Jaenisch was of opinion that White could play K to B 2 with advantage, but in this case Black maintains the gambit Pawn, with a superior position, *e.g.*—

9. K to B 2 / Kt to Kt 6 (best)	10. K R to K sq / Q takes K R P	11. Kt to B 3 (dis ch) / Kt to K 5 (dble ch)
12. K to K Kt sq (best) / Q to B 7 (ch)	13. K to R square / P to K B 4	14. Q to Q 2 (best) / K to Q sq (best)
15. Q takes Q / Kt takes Q (ch)	16. K to Kt sq / P takes Kt	17. K takes Kt / P takes P, &c.

In addition to 9. B to Q Kt 5 (ch) and 9. K to B 2, White may also play 9. Q Kt to B 3 and 9. Q to Q 3.

The move of 9. Q Kt to B 3, the invention of which has been erroneously ascribed to Mr. Morphy, first occurs in the game between MM. Kieseritzki and Desloges, above referred to.

In a game between Messrs. Morphy and G. Medley, the latter now replied with 9. B to K B 4, whereupon White played 10. Q Kt to K 2, winning in a few moves. (*See* Lowenthal's "Morphy," p. 359.)

The correct reply to 9. Q Kt to B 3 appears to be 9. Q to K 2, which seems preferable to either 9. Kt to Kt 6 or 9. P to K B 3, as respectively suggested by Herr Lowenthal and Max Lange. (*See* "Chess Monthly," 1860, p. 267.)

The German *Handbuch* examines only 9. Q to Q 3, and gives the following continuation:—

9. Q to Q 3 / P to K B 3	10. B to Q Kt 5 (ch) / K to B square	11. Kt to Q B 4 / Kt to Kt 6

12. R to R 2 / B to K B 4 — 13. Q to Q 2 / Q to K 2 (ch) — 14. K to Q square / Kt to K 5

15. Q to K square / P to K Kt 6, and should win.

We may here remark that White would do badly to take the K Kt P with Knight at move 9, on account of the following—

9. Kt takes K Kt P / Kt to Kt 6 — 10. R to R 2 (or Kt square) / Q to K 2 (ch) (or Q takes R P),

according to Black's play, with a winning advantage.

9. K to B square

He may also interpose the Q B P, *e.g.*—

9. B to Kt 5 (ch) / P to Q B 3 — 10. P takes P / P takes P — 11. Kt takes Q B P / Kt takes Kt

12. B takes Kt (ch) / B to Q 2 — 13. B takes R / Kt to Kt 6, with a strong attack.

10. Castles

It is difficult to decide on the correct mode of play for White at this juncture. The move in the text seems hazardous, but it leads to many beautiful variations. Black has, apparently, two good replies, viz.:—

10. 1. Q to K 2 and 10. 2. Q takes K R P

In the first place—

	10. Q to K 2
11. Q B takes P	11. Kt takes B
12. R takes Kt	12. B takes Kt

13. P takes B	13. Q to Q B 4 (ch)
14. K to R square	14. Q takes B
15. Q Kt to R 3	15. Q takes Q Kt P
16. Q to K square	

and, although Black has the advantage of a piece, it is not easy to see how he is to win.

In the second place—

	10. Q takes K R P
11. Q B takes P	11. B takes Kt (best)

If 11. P to K Kt 6 — 12. B to R 6 (ch), K to Kt square — 13. K Kt to B 3, &c.

12. P takes B	12. P to K Kt 6
13. B to R 6 (ch)	13. K to Kt square
14. R to B 3	14. Q to R 7 (ch)

If 14. B to K Kt 5, 15. Kt to Q 2.

15. K to B square	15. Q to R 8 (ch)
16. K to K 2	16. Q takes Q (ch)
17. K takes Q	17. B to K Kt 5
18. B to K 2	

and the game is about even.

VARIATION ON WHITE'S 6TH MOVE.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4

4. P to K R 4	4. P to K Kt 5
5. Kt to K 5	5. Kt to K B 3
6. Kt takes Kt P	

This is inferior to 6. B to Q B 4, above examined.

6. Kt takes P

If 6. P to Q 4, as proposed by M. de Riviere, White takes Kt with Kt, and then plays Q to K 2, &c.

7. P to Q 3	7. Kt to K Kt 6
8. Q B takes P	8. Kt takes K R
9. Q to K 2 (ch)	9. Q to K 2
10. Kt to K B 6 (ch)	10. K to Q square
11. B takes Q B P (ch)	11. K takes B
12. Kt to Q 5 (ch)	12. K to Q square
13. Kt takes Q	13. B takes Kt
14. Q to K Kt 4	14. R to K square (best)
15. B to K 2	

If 15. K to Q 2, Black equally replies with 15. P to Q 3, and 16. R to K Kt sq.

	15. P to Q 3
16. Q to K 4	16. R to K Kt square
17. B to K B 3	17. Q Kt to B 3

with a winning position.

This variation is given by Major Jaenisch.

CHAPTER XVIII.

THE ROOK'S PAWN'S ATTACK IN THE KING'S GAMBIT.

1.	P to K 4 / P to K 4	2.	P to K B 4 / P takes P	3.	K Kt to B 3 / P to K Kt 4
4.	B to Q B 4 / B to K Kt 2	5.	P to K R 4		

Our review of the King's Knight's Gambit would be incomplete without a passing notice of this form of attack, which seems to merit more attention than it has hitherto received at the hands of the authorities.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. B to K Kt 2
5. P to K R 4	

The attack springing from this move, if not so strong or enduring as that resulting from 5. Castles, nevertheless gives rise to some highly interesting features.

5. P to K R 3 (best)

If 5. P to K Kt 5, White replies with 6. Kt to Kt 5, having a very favourable form of the "Allgaier Gambit."

6. P to Q 4	6. P to Q 3
7. Q Kt to B 3	

White may also play 7. Q to Q 3, for which see Game II.

7. P to Q B 3

If 7. P to K Kt 5, 8. K Kt to Kt sq, and wins the gambit Pawn.

8. P takes P	8. P takes P
9. R takes R	9. B takes R
10. K to B 2	

White may also play 10. P to K Kt 3, and on Black's replying with 10. P to K Kt 5, 11. Q B takes P, leaving the Knight *en prize*.

If, instead of either of these moves, he adopt Greco's brilliant suggestion of 10. Kt to K 5, Black soon acquires a superiority, *e.g.*—

10. Kt to K 5 / P takes Kt	11. Q to R 5 / Q to K B 3	12. P takes P / Q to Kt 2
13. P to K 6 / B takes P	14. B takes B / Kt to K B 3	15. B takes P (ch) / K to K 2
16. Q to Kt 6 / Q takes B	17. Q takes Kt P, and White has no equivalent for the piece sacrificed.	

11. P to Kt 5

We believe 11. B to Kt 2 is safer play.

12. Q to K R square	12. B to Kt 2

If 12. P takes Kt, 13. Q to K R 7, &c.

13. Q to R 5	13. P to Q 4

White is generally now made to play 14. Q Kt takes P, and, on the Knight being captured, 15. B takes P, to which Black replies with 15. Q to K 2, having a piece more and a safe position.

We prefer the following continuation :—

14. Kt to K 5	14. Q to K 2 (best)
15. P takes Q P	15. K Kt to B 3
16. Q to K Kt 5	

White has regained his Pawn.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. B to Q B 4	4. B to K Kt 2
5. P to K R 4	5. P to K R 3
6. P to Q 4	6. P to Q 3
7. Q to Q 3	

This move is the invention of Mr. George Schultz, whose analysis was published in the *Schachzeitung*, March, 1858. It appears to be less advantageous when played after the exchange of Pawns and Rooks, as recommended by M. Kolisch, *e.g.*—

7. P takes P / P takes P 8. R takes R / B takes R 9. Q to Q 3 / Kt to K R 3 (best)

10. P to K Kt 3 (best) / P to K Kt 5 (In a game between Messrs. Kolisch and Andersen, the latter played at this point 10. Q to K 2, but it is scarcely so strong as the move in the text.) 11. Q B takes P / P takes Kt (If 11. Kt to Kt square / Q to K B 3, with a winning game.) 12. Q B takes Kt / P to K B 7 (ch)

13. K to K 2 (best) / Q to K B 3 14. B to K 3 / B to K R 6, and Black has the better game.

7. Q Kt to B 3

This is unquestionably Black's best reply to Herr Schultz's attack of 7. Q to Q 3.

If, instead, he play 7. P to K Kt 5, then 8. Kt to Kt square / Kt to Q B 3

9. B to Q Kt 5, winning the gambit Pawn.

If 7 Q B to K Kt 5, 8. Q to Q Kt 3, &c.

Finally, if 7. K to B square 8. Kt to Q B 3 / P to Q B 3 9. Castles, with a good game.

8. R P takes P — 8. R P takes P

(Better than 8. P to K 5, on account of 8. P to K Kt 5, &c.)

9. R takes R — 9. B takes R

10. P to K 5	10. { K to B square, or P to Q 4
11. Q to K R 7	

Black has a safe game.

The above variations are given by Max Lange, *Schachzeitung*, August, 1860. That able analyst, however, does not seem to be aware that a position almost identical occurred in a game between Messrs. Smith and Bird, published in the "Chess Players' Chronicle" many years ago.

CHAPTER XIX.

THE KING'S BISHOPS' GAMBIT.

1. P to K 4 / P to K 4	2. P to K B 4 / P takes P	3. B to B 4 / Q to R 5 (ch)	4. K to B sq / P to K Kt 4
5. Q Kt to B 3 / B to K Kt 2	6. P to Q 4 / P to Q 3	GAMES I. AND II.	
	6. P to K Kt 3	GAME III.	
	6. P to Q 4 / K Kt to K 2	GAME IV.	
1. P to K 4 / P to K 4	2. P to K B 4 / P takes P	3. B to B 4 / P to Q 4	GAME V.
		3. P to K B 4	GAME VI.
		3. K Kt to B 3	GAME VII.

THE theory of this opening, which is first noticed by Lopez, and touched upon by most of the "classical" writers, has undergone a complete revolution within the last few years.

Although universally acknowledged to be a brilliant and attacking *debut*, it appears to have been regarded by all the early authorities as hazardous in the extreme; indeed, Ercole del Rio, in his celebrated letter to Lolli, remarks that it is impossible to conceive how it could ever have been considered sound.

The recent labours of Jaenisch, whose treatment of this opening is a perfect model of exact and exhaustive analysis, have, however, led to a very different conclusion; the legitimate result of the Bishop's Gambit being now regarded, even with the most theoretically perfect defences, as a drawn game—while the slightest error would entail certain defeat. It is impossible, in our present narrow limits, to give more than the faintest outline of Major Jaenisch's elaborate analysis; we shall, therefore, content ourselves with presenting a few of the main variations of the standard defence, referring the student who may be desirous of further information to the "Chess Players' Chronicle," 1850 to 1854, where Major Jaenisch's articles will be found *in extenso*.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to Q B 4	3. Q to K R 5 (ch)

Nearly all the authorities recommend this check, on the ground that it enables Black to maintain the gambit Pawn. As, however, it has recently been proved that the first player can even now recover the Pawn, or subject his opponent to a most intricate and humiliating defence, the majority of our best players

condemn the check of the Queen, and generally adopt one of the irregular defences, which we shall touch on in Games V., VI., and VII.

4. K to B square 4. P to K Kt 4

Black may also play 4. Q to K B 3, and on White replying with 4. Q Kt to B 3, move 4. P to Q B 3, apparently with a safe but somewhat constrained game.

The author of the "Popular Introduction" recommends 4. Q Kt to B 3, which, with a slight transposition of the moves, occurs in some of the games between La Bourdonnais and M'Donnell. It is a good defence, and has the sanction of Mr. Staunton ("Praxis," p. 365), but is objected to by Major Jaenisch, as it involves the loss of the gambit Pawn.

5. Q Kt to B 3 5. B to K Kt 2
6. P to Q 4

For M'Donnell's attack of 6. P to K Kt 3, see Game III.

6. P to Q 3

At one time, Major Jaenisch recommended 6. Kt to K 2 as Black's best move, an opinion which he has since abandoned in favour of the move in the text. See Game IV.

7. K Kt to B 3

We prefer this move to any other at this point, as it has the effect of limiting the range of Black's defence.

If 7. P to K 5, as preferred by Jaenisch, Black may play either 7. P takes P, which might lead to the same

position as that brought about in the present variation, or 7. B to K Kt 5, but the latter would lose the gambit Pawn, *e.g.*—

7. P to K 5 / B to K Kt 5 — 8. Kt to K B 3 / Q to K R 4 (If 8. ——— / Q to K R 3, White equally recovers the Pawn by 9. P to K R 4 / ———.) 9. P takes P / P takes P

10. Q to K 2 (ch) / K to Q square — 11. Kt to K 4 / ———, &c.

This move of 7. B to K Kt 5 is condemned by Jaenisch as ill-timed, but he approves of it in the following:—

7. P to K 5 / P takes P — 8. Kt to Q 5 / B to K Kt 5

and continues the variation through many pages of analysis. *See* "Chess Players' Chronicle," vol. xiv.

The move of 7. K Kt to B 3, as in the text, appears to avoid all these complicated evolutions, and greatly simplifies the examination of the opening.

	7. Q to K R 4
8. P to K R 4	8. P to K R 3 (best)
9. P to K 5	9. P takes P

In a note to an article on the King's Bishops' Gambit, contributed by Herr Grim to the "Chess Players' Chronicle," vol. xi., Major Jaenisch gives 9. Q to K Kt 3 as the best reply to 9. P to K 5; White's rejoinder should be 10. Q to K 2, which gives him the better game.

10. Q Kt to Q 5

The "Leitfaden" proves that the gambit Pawn may be regained by 10. Kt takes K P, *e.g.*—

11. Q takes Q (ch) 12. Kt takes Q / B to K 3 13. B takes B / P takes B

14. Kt to Kt 6, &c.

10. K to Q square

11. K to Kt square — 11. Q to K Kt 3

12. P takes K P

For 12. Kt takes K P, as originated by Mr. Grim, see Game II.

12. B to Q 2

13. R P takes P

We have found 13. P to R 5 an embarrassing move in actual play.

13. P takes P

14. R takes R — 14. B takes R

15. Kt takes Kt P

This sacrifice of the Knight is a beautiful suggestion of M. Petroff's, by whose name the opening is generally known.

15. Q takes Kt

16. Q B takes P — 16. Q to K Kt 3

Prior to Major Jaenisch's elaborate analysis of the Petroff attack, the move in the text was considered the best at Black's disposal. 16. Q to K B 4 is now considered preferable, *e.g.*—

16. Q to K B 4 17. P to K 6 / B P takes P 18. Kt takes Q B P / Q to B 4 (ch)

19. K to R square — Q takes K B 20. Q to Q 6 — P to K 4 (best) 21. Q R to Q sq

The "Handbooks" give 21. Kt takes R, in which case Black has, at least, an easily drawn game.

21. P takes B 22. Kt takes R — K Kt to K 2 (best) 23. Q takes Q Kt (ch),

and the game would probably be drawn.

After the Queen has retired to K Kt 3, at the 16th move, Major Jaenisch proves that Black cannot possibly win. The following variations are abridged from a series of admirable articles contributed to the "Chess Players' Chronicle," 1850-51, by that able analyst:—

17. P to K 6	17. B P takes P
18. Kt takes Q B P	18. P to K 4
19. Kt to K 6 (ch)	

Black has now three retreats for his King, viz.:—

19. 1. K to B square, 19. 2. K to K 2, and 19. 3. K to K square

In the first place—

19. K to Q B square

All authorities agree in condemning this move as inferior to either of the others.

20. Q to Q 6	20. Kt to Q R 3
21. B to K Kt 5 (best)	

If 21. B takes Kt — Q takes Kt, and Black has the advantage.

21. B to B 3 (best)

If 21. B to Kt 2, 22. R to Q square, and wins.

22. Kt to K B 8	22. Q takes B
23. Q takes B (ch)	23. K to Kt square
24. Q to Q 6 (ch)	24. Kt to B 2
25. Kt to K 6	25. Q to K 6 (ch)
26. K to B square	26. P to Q R 3
27. R to K square	27. Q to K R 3 (best)
28. Q takes Kt (ch)	

and will win.

In the second place—

19. K to K 2

20. B to Kt 5 (ch)

M. St. Amant suggests here the highly ingenious move of 20. B to K 3, sacrificing a second piece. It is not strictly sound, but the slightest error in the defence will infallibly lose.

20. B to K B 3 (best)

Black may also move 20. Kt to K B 3, or 20. K to K sq, which we will briefly dispose of.

Firstly—

20. Kt to K B 3 — 21. Q to Q 5 (or Kt to Q R 3, or P to Q Kt 3) — 22. R to Q square

and wins.

Secondly—

20. K to K square — 21. Kt to B 7 (ch), K to B square — 22. Q to Q 5

and wins.

21. Q to Q 5 — 21. B takes B

If 21. P to Q Kt 3, or 21. Kt to R 3, 22. R to Q square, and wins.

Similarly, if 21. K to K square, 22. Kt to B 7 (ch) K to Q square, 23. Q to Q 6 K to B sq (best), 24. Kt takes R, and will win.

22. Q to Q B 5 (ch) — 22. K to B 3
23. R to B square (ch) — 23. B to B 5
24. Kt takes B — 24. P takes Kt
25. Q to B 8 (ch) — 25. K to Kt 4
26. Q takes P (ch) — 26. K to R 4
27. B to B 7

and wins.

In the third place—

19. K to K sq (best)

20. B to K Kt 5

This is stronger than the old move of 20. Q to Q 6, which is generally continued 20. B takes Kt, 21. B takes B, Q Kt to B 3 (best) and White has no decisive advantage.

20. B takes Kt

His only move. If either 20. Kt to K 2, 20. Kt to K B 3, or 20. B to B 3, White obtains a winning position by 21. Q to Q 6.

21. Q to Q 8 (ch) — 21. K to B 2
22. R to B square (ch) — 22. Kt to K B 3

If 22. K to Kt 2, White wins by 23. Q to B 8 (ch) / K to R 2 24. B takes B / Q takes B
25. R to B 7 (ch).

23. Q to Q B 7 (ch)	23. K to K square
24. B takes B	24. Q Kt to Q 2 (best)
25. Q B takes Kt	25. Kt takes B
26. Q takes Kt P	26. R to Q square
27. Q takes R P	

and White has a superior position and three Pawns against a Knight—consequently the game is in his favour; still, as Major Jaenisch remarks, it cannot be proved that he can win.

GAME II.

(Herr Grimm's Attack.)

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to B 4	3. Q to R 5 (ch)
4. K to B square	4. P to K Kt 4
5. Q Kt to B 3	5. B to Kt 2
6. P to Q 4	6. P to Q 3
7. K Kt to B 3	7. Q to K R 4
8. P to K 5	8. P takes P
9. P to K R 4	9. P to K R 3
10. Q Kt to Q 5	10. K to Q square
11. K to Kt square	11. Q to K Kt 3

In Herr Grimm's analysis several of the previous moves are transposed, but the present order leads to the same position, besides having the advantage of compelling in a great measure Black's line of play.

12. Kt takes K P

This constitutes Herr Grimm's novelty.

White has apparently only two feasible replies, viz. :—12. B takes Kt, and 12. Q to K B 4.

In the first place—

	12. B takes Kt
13. P takes B	13. B to Q 2
14. P takes Kt P	14. Q takes P
15. Q B takes P	15. Q to K Kt 3
16. P to K 6	

with a winning position.

In the second place—

	12. Q to K B 4
13. P takes P	

Mr. Grimm makes White play here 13. Q to K R 5, and shows that in most variations it will give him the advantage. In preference to repeating Mr. Grimm's analysis, we would suggest the following line of attack, which seems to us equally efficacious, and has, at least, the merit of novelty :—

	13. P takes P
14. R takes R	14. B takes R
15. Q Kt takes P (at K B 5)	15. B takes K Kt

If 15. P takes Q Kt, 16. Kt takes B P (ch), &c.

16. P takes B (dis ch)

Black has now the choice between

1. 16.——————, and 2. 16.——————.
K to K square B to Q 2

In the first place—

	16. K to K square
17. Q Kt to Q 5	17. Q takes K P
18. Q B takes P	18. Q takes B

Black has apparently no other method of avoiding the fatal move of 19. B to K B 4.

20. Kt takes Q B P (ch)	20. K to B square
21. Q to Q 6 (ch)	21. Kt to Kt 2

If 21. Kt to K 2, or 21. Q to K 2, White equally replies with 22. R to K B square, afterwards taking the Q R, and remaining with the exchange and a Pawn ahead.

22. R to K B square

and wins, for if Black reply with 22. B to K 3, White rejoins with 23. Q to Q 4 (ch) (not 23. B takes B, on account of the perpetual check), and then takes Bishop with Bishop, and if 22. K Kt to B 3, 23. Kt to K 8 (ch), and wins.

In the second place—

	16. B to Q 2
17. Kt to K R 3	17. Q takes K P
18. R takes P (ch)	18. P to K B 3 (best)
19. B takes K Kt	19. P takes B
20. Q to K R 5	20. Q to Q 6 (ch)

21. K to R square — 21. B takes Kt
22. Q takes B — 22. Q takes Q (ch)

If 22.——Q to K 7——, 23.——Q to K B 5——, &c.

23. P takes Q — 23. K to K 2

Any other move loses the isolated Pawn immediately.

24. R to K square (ch) — 24. K to B square (best)
25. B to Q Kt 3

gaining the Pawn next move.

GAME III.

(M'Donnell's Attack.)

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to Q B 4	3. Q to R 5 (ch)
4. K to B square	4. P to K Kt 4
5. Q Kt to B 3	5. B to K Kt 2
6. P to K Kt 3	

This ingenious move was first introduced by M'Donnell, who devoted considerable labour to the elaboration of the Bishop's Gambit. It is not strictly sound, but, unless correctly opposed, will give the first player an overpowering attack.

6. P takes P

7. K to Kt 2	7. Q to K R 3

Jaenisch gives 7. P to Q 3, and, on White taking Pawn with Pawn, 8. Q to K Kt 5, &c.

8. P takes P	8. Q to K Kt 3
9. P to Q 4	9. Kt to K 2
10. Kt to K B 3	10. P to K R 3

The above defence is given by Der Laza, who prefers Black's game. Nevertheless, his opponent, despite the Pawn he has lost and the exposed position of his King, has a strong and menacing position.

We may remark here that it is not advisable to adopt M'Donnell's attack at the 7th move, after 6. P to Q 4 6. P to Q 3 have been played on each side, on account of the following :—

6. P to Q 4 / P to Q 3	7. P to K Kt 3 / P takes P	8. K to Kt 2 / P takes P
9. R takes P / Q to Kt 5 (ch)	10. Q takes Q / B takes Q	11. Q B takes P / K B takes P

and Black maintains his Pawn, with a safe game.

But, although comparatively ineffectual after Black's move of 6. P to Q 3, P to K Kt 3 may be advantageously played on the 7th move if Black adopt the defence of 6. K Kt to K 2, as in Game IV.

The following variations will serve to exhibit the exactitude required in the defence :—

1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to B 4	3. Q to R 5 (ch)
4. K to B square	4. P to K Kt 4

5. Q Kt to B 3	5. B to K Kt 2
6. P to Q 4	6. K Kt to K 2
7. P to K Kt 3	7. P takes P

If 7.—Q to K R 3, then 8.—P to K R 4, regaining the gambit Pawn.

8. K to Kt 2 (best)

If 8.—Q to K B 3, Black replies with 8.—P to K B 4 and 9.—Q to K Kt 5, &c.

8. Q to K R 3

This is his only good defence.

If 8.—P to Q 3, 9.—R P takes P 10.—B to K 2, recovering the gambit Pawn.

Again, if 8.—P to K Kt 5, 9.—P to K 5 (not 9.—R P takes P, on account of 9.—Q to K B 3), 9.—Kt to K B 4 10.—Q Kt to K 4, &c.

9. Kt to K B 3

Better apparently than 9. P takes P, on account of the usual defence of 9. Q to K Kt 3 and 10. P to K R 3.

9. P takes R P (best)

If 9.—Q to K Kt 3, then 10.—P to K R 4.

If 9.—Q to Q B 3, White obtains the better game by 10.—Q to K Kt 3 (B to Q Kt 5)

11.—P to Q B 3 (best) (Q B takes P) 12.—B takes Kt, &c.

10. K Kt takes Kt P	10. R to K B square
11. R takes P	11. Q to K Kt 3
12. K to R square	12. P to K R 3 (best)
13. Kt to K R 3 (best)	13. P to Q 3

13. $\frac{\text{Q Kt to B 3}}{}$ would lead to—

14. $\frac{\text{Kt to K B 4}}{\text{Q to K R 2}}$ 15. $\frac{\text{Kt to K R 5}}{\text{R to K Kt sq}}$ 16. $\frac{\text{P to K 5}}{}$

with a good game.

14. K to K B 4	14. Q to R 2
15. Kt to R 5	15. B to R square
16. Q B to K 3	16. Q Kt to B 3 (best)
17. Q to Q 2	17. K Kt to K square

and Black will presently play B to Q 2, and Castle on the Queen's side, retaining a Pawn more, with little inferiority of position. (*See* "Chess Players' Chronicle," vol. xiii., p. 154.)

GAME IV.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to B 4	3. Q to R 5 (ch)
4. K to B square	4. P to K Kt 4
5. Q Kt to B 3	5. B to Kt 2
6. P to Q 4	6. Kt to K 2

Black's 6th move is somewhat inferior to 6. P to Q 3, but if not correctly opposed will yield a powerful counter attack.

White has now the choice of three lines of play, viz. :—

1. P to K Kt 3 — 2. P to K 5 — 3. K Kt to B 3

7. ———, 7. ———, and 7. ———.

For the first of these see "M'Donnell's Attack," Game III.

We shall now proceed to examine the consequences of 7. P to K 5 and 7. K Kt to B 3.

In the first place—

7. P to K 5	7. Kt to K B 4 (best)
8. Q Kt to K 4	

Mr. Max Lange, in an article in the *Schachzeitung*, gives 8. K Kt to B 3, followed by 9. K to Kt square, a line of play condemned by Major Jaenisch, to whom we owe the following defence :—

8. Kt to K B 3 / Q to K R 4 — 9. K to Kt square / Q Kt to B 3 (best) (Mr. Max Lange makes Black play 9. P to K R 3.) 10. P to K R 4 / Q Kt takes Q P (If 10. Q Kt to K 2 — 10. P to Q 3) 11. K P takes P / K Kt takes P, afterwards playing B to K Kt 5, and Castling on the Queen's side.) 11. B takes P (ch) / Q takes B (best) — 12. K Kt takes Kt / K B takes P — 13. Q to K 2 / P to Q 3 — 14. K Kt takes Kt / Q B takes Kt — 15. K R P takes P / Castles Q R, regaining the Pawn, with an even game.

8. P to K R 3

9. Kt to K B 3	9. Q to K R 4
10. P to K R 4	10. Q Kt to B 3

The "Analyse Nouvelle" gives for Black 10. P to Q 3, and the author suggests the following continuation in the *Schachzeitung*, 1850:—

10. ——— P to Q 3 — 11. K P takes P / Q B P takes P — 12. K to Kt sq (best) / B takes P (ch)

13. Q takes B / Kt takes Q — 14. Kt to K B 6 (ch) / K to K 2 — 15. Kt takes Q / Kt takes Q B P

16. Q R to Kt sq / B to K Kt 5 — 17. R P takes P / R P takes P, and White gains a piece for three Pawns. In the above variation, perhaps Black would do better, instead of 12. B takes P (ch), to play 12. P to K Kt 5, leading to 13. Kt to K sq / P to Q 4

14. K B takes P / Kt to K 6, and the game is even.

11. P to Q B 3 (best)	11. P to Q 3
12. K P takes P	12. K Kt takes P (best)
13. Kt takes Kt (ch)	

If 13. Q to K 2, 13. Castles, &c.

	13. P takes Kt
14. Q to K 2 (ch)	14. K to B square
15. Q to K 4	15. B to K Kt 5
16. Q to Q 5	16. B takes Kt
17. P takes B	17. Q to K Kt 3

and Black maintains the Pawn, with a good game.

If, previously to taking the Bishop at move 17, White venture on 17. Q takes Q P (ch), Black will acquire a winning position; *e.g.*—

17. Q takes Q P (ch) / K to Kt square — 18. P takes B / Q takes P (ch) — 19. K to Kt square / Q R to Q square

20. Q to Q B 7 (best) / Q to K Kt 5 (ch) — 21. K to B 2 / Q to Q 2, and will win.

In the second place—

7. Kt to K B 3 — 7. Q to K R 4 (best)

If 7. Q to K R 3 — 8. P to K R 4 / P to K B 3 — 9. P to K 5, afterwards playing 10. Q Kt to K 4, which must regain the Gambit Pawn.

8. P to K R 4 (best)

If 8. P to K 5, then 8. Kt to K B 4, as in the preceding example.

8. P to K R 3

9. P to K 5 — 9. P to K B 3

This is decidedly Black's best move, and, after 6. K Kt to K 2, constitutes the best defence at his command. He has, however, a variety of other replies, which we will briefly dispose of.

If 9. Kt to K B 4, White can advantageously reply with 10. K to Kt square, and, as the King's Rook's Pawns on both sides are already advanced, Black has no longer the defence given in our first example of the present game against Mr. Max Lange's attack. White has now a won game, *e.g.*:—

9. P to K 5 / Kt to K B 4 — 10. K to Kt square / Kt to Kt 6 — 11. K R to R 3 / Q to K Kt 3

12. Q Kt to Q 5 / K to Q square — 13. P takes P / P takes P — 14. R takes R / B takes R

15. K Kt takes P / Q takes Kt 16. Q B takes P / Q to K Kt 3 17. B takes Kt / Q takes B
18. Q to R 5, and wins.

If 9. P to Q 3, 10. Kt to Q Kt 5 / Kt to Q R 3 11. K P takes P, &c.

If 9. Q Kt to B 3, White regains the Gambit Pawn by 10. K to Kt square / Q to K Kt 3
11. B to Q 3 / P to K B 4 12. P takes P (*en pass*) / Q takes P 13. R P takes P / R P takes P, exchanging Rooks,
and then playing 14. Kt to K 4, &c.

Similarly, if 9. Q to K Kt 3, 10. B to Q 3 / P to B 4 11. P takes P (*en pass*) / Q takes P
12. Q Kt to K 4.

In reply to 9. P to K B 3, Mr. Jaenisch now gives as White's best, 10. B to K 2, and continues—

10. B to K 2	10. Q to K Kt 3
11. K B to Q 3	11. P to K B 4
12. R P takes P	12. R P takes P
13. R takes R	13. B takes R
14. P to K Kt 3	

And White has much the better development.

We will now proceed to examine what may be termed the "irregular" defence to the Bishop's Gambit—viz., those in which the second player adopts any other line of defence than 3. Q to R 5 (ch).

We shall confine ourselves to the most important of these—viz., 3. P to Q 4, 3. P to Q Kt 4, and 3. K Kt to B 3.

GAME V.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to Q B 4	3. P to Q 4

Black's 3rd move first occurred in a game between Messrs. Bilguer and Bledow, and constitutes a deservedly popular defence to the Bishop's Gambit.

4. B takes P

If 4. $\frac{\text{P takes P}}{\text{K Kt to B 3}}$, Black replies with 4. $\frac{\text{Q to K 2}}{\text{Q Kt to B 3}}$, with an equal game.

4. K Kt to B 3

White has now the choice of three lines of play—viz., 5. $\frac{\text{Q to K 2}}{}$, and 5. $\frac{\text{Q Kt to B 3}}{}$, as recommended by the "Handbooks," and 5. $\frac{\text{K Kt to B 3}}{}$, which is now generally preferred. We shall briefly touch upon these three in their turn.

In the first place—

5. Q to K 2	5. Kt takes B
6. P takes Kt (dis ch)	6. B to K 2
7. Q to K B 3 (best)	7. B to R 5 (ch)
8. P to K Kt 3	8. Castles

The German *Handbuch* makes Black play 8. $\frac{\text{P takes P}}{}$, and, on White retaking, retire the B to K Kt 4, the result of which is an even game.

The move in the text is suggested by the author of the English "Handbook," and leads to some interesting variations. With correct play, however, the result we believe would be in favour of White, *e.g.*—

9. Kt to K 2 (best)

The "Handbook" proves he cannot take the Bishop, *e.g.*—

9. P takes P / Q takes P (ch) 10. Q to B 2 (White has no better move.

If 10. K to B square, then 10. R to K square, 11. Q to B 2 / B to R 6 (ch), &c.)

10. R to K sq (ch) 11. Kt to K 2 / Q to K R 4 and wins. 12. Q Kt to B 3 / P to B 6,

9. R to K square

10. Q Kt to B 3 (best)

Again, White cannot capture the Bishop without immediate defeat, *e.g.*—

10. P takes B / Q takes P (ch) 11. Q to B 2 (His only move to avoid

the loss of the Queen.) 11. R takes Kt (ch) 12. K takes Kt / B to Kt 5 (ch)

13. K to B square / B to R 6 (ch) (If 13. K to K square, 13. Q to K 2 (ch)

14. K to B square / B to R 6 (ch), and wins.) 14. K to K square / Q to K 2 (ch)

and wins.

10. B to K B 3

Black appears to have no better move.

11. Q Kt to K 4

And we prefer White's game. It is worthy of remark, however, that if Black now venture on the tempting move of 11. B to K Kt 5, he will lose, at least, a Pawn, *e.g.*—

	11. B to K Kt 5
12. Kt takes Kt (ch)	12. Q takes Kt
13. Q takes B	13. P to K B 6
14. Castles	14. P takes Kt
15. R takes Q	15. P "Queens" (ch)
16. R to K square, &c.	

In the second place—

5. Q Kt to B 3	5. B to Q Kt 5
6. Q to K B 3	

White's 6th move first occurs in a brief analysis contributed to the *Era* by Mr. Worrall, who considered that it established the opening in favour of the first player.

6. Q to K 2

This is Black's correct reply. If 6. Castles, White replies with 7. Kt to K 2, and soon obtains the better game.

7. K Kt to K 2	7. P to Q B 3
8. B to Kt 3	8. P to K Kt 4

with a good game.

The above is given by Mr. Lowenthal, "Morphy's Games," p. 227.

Instead of 8. P to K Kt 4, as in the above variation, the *Handbuch* continues—

8. B to K Kt 5 — 9. Q takes B P, B takes K Kt — 10. Kt takes B, Q takes P

11. Castles. Even game.

In the third place—

5. K Kt to B 3

This move was, we believe, first introduced by Mr. Morphy, and is decidedly preferable to either 5. Q to K 2 or 5. Q Kt to B 3.

	5. Kt takes B
6. P takes Kt	6. B to Q 3

If 6. Q takes P, White obtains a slightly better development by 7. Q Kt to B 3. The following continuation occurred in a consultation game between Messrs. Morphy and Lowenthal, each of whom were aided by members of the London Club :—

7. Q Kt to B 3, Q to K R 4 — 8. P to Q 4, B to Q 3 — 9. Q to K 2 (ch), K to Q square

10. Castles, P to K Kt 4 — 11. Q to Q Kt 5, &c.

7. Castles	7. Castles
8. P to Q 4	8. P to Q B 3
9. Q Kt to B 3	

and White's game is slightly preferable.

GAME VI.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to B 4	3. P to Q Kt 4

We may remark here that any attempt to sustain the Gambit Pawn by 3. P to K Kt 4 would be immediately disastrous, on account of 4. P to K R 4.

4. B takes P

If the Bishop retire to Q Kt 3, instead of taking the Pawn, Black may check with Queen, following it with 4. P to K Kt 4, as in the regular defence, with the advantage of an outlet on the Queen's side.

4. P to Q B 3

4. Q B to Kt 2 was a favourite defence of M. Kieseritzki. We would, however, call attention to the following line of play, which, if not strictly sound, has at least the merit of transferring the attack into the hands of the second player:—

5. B to Q B 4

If the Bishop retire to K 2, as in a game between Mr. Brien and an amateur, which we believe is the only recorded example of this variation, the game becomes similar to the "Close Bishop's Gambit"—

1. P to K 4 / P to K 4 — 2. P to K B 4 / P takes P — 3. B to K 2,

in which case, Black's best reply is 3. B to K 2, also.

	5. P to Q 4
6. P takes P	6. Q to R 5 (ch)
7. K to B square	7. P to K B 6
8. P to Q 3	

White may also play 8. P to Q 4, or 8. B to Kt 3.

	8. P takes P (ch)
9. K takes P	9. B to K Kt 5
10. Q to K B square	10. B to Q B 4
11. B to K B 4	

His best move to avoid the threatened mate.

	11. K Kt to R 3

This seems preferable to either 11. Kt to K B 3, or 11. Kt to K 2; in the former case White replies with 12. B to K Kt 3, and 13. Q to K sq (ch), and, in the latter, advances the Pawn to Q 6.

12. B to K Kt 3	12. Q to K R 4
13. Q to K square	13. K to Q square

And the game is perhaps a little in White's favour.

There is another form of the Bishop's Gambit, which, although seldom played, merits a passing notice. We append the leading moves:—

1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to K 2	3. Q to R 5 (ch)
4. K to B square	

Black's best move at this point is to retire the Queen to King's Bishop's 3rd. Any attempt to sup-

port the Pawn, as in the ordinary gambit, will yield him an inferior game, *e.g.*—

	4. P to K Kt 4
5. Q Kt to B 3	

White may play, also, 5. $\frac{\text{K Kt to B 3}}{}$, *e.g.*—

5. $\frac{\text{K Kt to B 3}}{\text{Q to R 3}}$ 6. $\frac{\text{P to K R 4}}{\text{P to K B 3}}$ 7. $\frac{\text{K to B 2}}{\text{Q to Kt 2}}$

8. $\frac{\text{P takes P}}{\text{P takes P}}$ 9. $\frac{\text{P to Q 4}}{\text{P to Q 3}}$, &c.

	5. B to Kt 2
6. P to Q 4	6. P to Q 3
7. Kt to Q 5	7. K to Q square
8. K Kt to B 3	8. Q to R 3
9. P to K R 4	9. P to K B 3
10. K to Kt square	10. Q to K Kt 3
11. P takes P	11. P takes P
12. Kt takes Kt P	12. Q takes Kt
13. Q B takes P	13. Q to Kt 3
14. B to K R 5	14. Q takes K P

If 14. $\frac{\text{Q to K 3}}{}$ 15. $\frac{\text{B to K Kt 5 (ch)}}{\text{B to B 3}}$ 16. $\frac{\text{Kt takes B}}{\text{Kt takes Kt}}$

17. $\frac{\text{Q to K B 3}}{\text{R to K B sq}}$ 18. $\frac{\text{Q R to K B sq}}{\text{Q Kt to Q 2}}$ and wins. 19. $\frac{\text{B to K Kt 4}}{}$,

15. B to K Kt 5 (ch)	15. K to Q 2
16. B to K Kt 4 (ch), and wins.	

CHAPTER XX.

THE GAMBIT DECLINED.

1. P to K 4 / P to K 4

2. P to K B 4 / P to Q 4 — GAME I.

2. ——— / B to Q B 4 — GAME II.

2. ——— / K Kt to B 3 — GAME III.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	

Black has now several methods of declining the gambit, but we shall confine our attention to the most important of these—viz., 2. P to Q 4, 2. B to Q B 4, and 2. K Kt to B 3. For the two latter see Games II. and III.

	2. P to Q 4
3. K P takes P	3. P to K 5

An analysis of Black's 3rd move, by Mr. Falkbeer, was published a few years ago in the *Schachzeitung*, where the following continuation is given:—

4. B to Q Kt 5 (ch)	4. P to Q B 3

5. P takes P	5. P takes P
6. B to B 4	6. K Kt to B 3
7. P to Q 4	

It is not easy to decide upon Black's 7th move. Mr. Hanstein gives 7. $\frac{\text{B to Q 3}}{}$, while Mr. Falkbeer considers 7. $\frac{\text{Q to Q Kt 3}}{}$ to be the correct play. We prefer to either of these 7. $\frac{\text{Q Kt to Q 2}}{}$, as recommended by Mr. Staunton, who gives the following as a probable continuation :—

	7. Q Kt to Q 2
8. K Kt to K 2	8. Q Kt to Kt 3
9. B to Kt 3	9. B to Q R 3
10. Q Kt to B 3	10. B to Q Kt 5
11. Castles	11. B takes Q Kt
12. P takes B	12. Q Kt to Q 4

Black has a manifest superiority.

The above variation turns upon the first player's 4th move of B to Q Kt 5 (ch), which, however, we are by no means satisfied is the best he can adopt. We much prefer 4. $\frac{\text{P to Q 4}}{}$ (followed by 5. $\frac{\text{P to Q B 4}}{}$ if Black take the Q P with Queen)—or, perhaps better still, 4. $\frac{\text{P to Q 3}}{}$, as recommended by Von der Laza. In the latter case, the following is probable :—

4. P to Q 3	4. Q takes P
5. Q Kt to B 3	5. B to Q Kt 5
6. Q to Q 2	

If 6. $\frac{\text{B to Q 2}}{\text{B takes Kt}}$ 7. $\frac{\text{B takes B}}{\text{P to K B 4}}$ 8. $\frac{\text{P takes P}}{\text{Q takes P (ch)}}$ 9. $\frac{\text{Q to K 2}}{}$,

even game.

	6. Q to K 3
7. P takes P	7. B takes Kt
8. Q takes B	8. Q takes P (ch)
9. K to B 2	9. Kt to K B 3
10. B to Q 3	10. Q to Q B 3

and the game is even.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. B to Q B 4
3. K Kt to B 3	3. P to Q 3
4. P to Q B 3	

4. P to Q Kt 4, as suggested by Mr. Lowenthal, is worthy of attention. See Variation.

4. B to K Kt 5

5. B to K 2

The best move, according to Jaenisch, but 5. B to B 4 is often played. Black must reply with 5. B takes Kt and 6. K Kt to B 3, with a safe position.

If, instead of either of these moves, White play 5. P to Q 4, the following is probable:—

5. P takes P — 6. P takes P — B takes Kt — 7. P takes Q B — Q to R 5 (ch) — 8. K to K 2 — B to Kt 3 — 9. B to K 3, and White has a fine centre, but it is not a sufficient equivalent for the exposed position of his King.

5. B takes Kt

6. B takes B	6. Q Kt to B 3
7. P to Q Kt 4	7. B to Kt 3
8. P to Q Kt 5	8. Q Kt to K 2
9. P to Q 4	9. P takes P
10. P takes P	10. P to Q R 3
11. P takes P	11. R takes P
12. B to K 2	12. R to R 2
13. Castles	13. K Kt to B 3

And White has, perhaps, a slight advantage in position.

VARIATION ON WHITE'S 4TH MOVE.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. B to B 4
3. K Kt to B 3	3. P to Q 3
4. P to Q Kt 4	4. B takes P

Black, we believe, would do better to retire the Bishop to Kt 3, as in the following fragment of a game between Messrs. Morphy and Barnes :—

4. P to Q Kt 4 / B to Kt 3 — 5. B to Q B 4 / K Kt to B 3 (best) — 6. Q to K 2 / Q Kt to B 3 — 7. P to Q B 3 / Castles

(Perhaps 7. P to Q Kt 5 would be stronger.) — 8. P to Q 3 / P takes P

9. B takes P / P to Q 4 — 10. B to Kt 3 / P takes P — 11. P takes P, and Black can now win a Pawn by 11. Kt takes K P, for, if 12. Q takes Kt / R to K sq, 13. B to K 5 / Q to K 2, &c.

(If 12. Kt to K 5 / Kt takes Kt, 14. B takes Kt / Q to K 2, &c. See Lowenthal's "Morphy," p. 278.

5. P to Q B 3	5. B to B 4
6. B to Q B 4	6. Kt to Q B 3
7. P to Q 4	7. P takes P
8. P takes P	8. B to Kt 3
9. Castles	

with a good opening.

We have seen 9. B to Kt 2 played at this point by Mr. Morphy, and, on Black replying with 9. K Kt to B 3, 10. P to K B 5.

GAME III.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. K Kt to B 3

This is recommended by Jaenisch as the best possible method of refusing the gambit.

3. B P takes P	3. Kt takes P
4. K Kt to B 3	4. P to Q 4
5. P to Q 3	5. Kt to Q B 4
6. P to Q 4	6. Kt to K 5
7. P to Q B 4	7. P to Q B 3
8. Q to Q Kt 3	8. P to Q Kt 3
9. Q Kt to B 3	9. B to K 3
10. B to K 3	

and White has some little superiority of position.

CHAPTER XXI.

THE QUEEN'S GAMBIT.

1. $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ 2. $\frac{\text{P to Q B 4}}{\text{P takes P}}$ GAME I.

1. $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ 2. $\frac{\text{P to Q B 4}}{\text{P to K 3}}$ GAME II.

THE Queen's Gambit appears to have been unknown to Lucena, the first notice of it being found in Damiano. It is briefly touched upon by most of the "classical" writers on the game; but Stamma, of Aleppo, with whom it was an especial favourite, was the first to appreciate the true merits of the opening. It was subsequently thoroughly tested in the match games between La Bourdonnais and M'Donnell, and Staunton and St. Amant.

GAME I.

WHITE.	BLACK.
1. P to Q 4	1. P to Q 4
2. P to Q B 4	2. P takes P

Most authorities recommend Black to decline the gambit by 2. $\overline{\text{P to K 3}}$, for which see Game II.

3. P to K 3

This move occurs in nearly all the games between M'Donnell and La Bourdonnais, and is now generally considered preferable to the old move of 3. P to K 4. The latter would be continued :—

3. P to K 4 / P to K 4 — 4. P to Q 5 / P to K B 4 — 5. K B takes P / K Kt to B 3 — 6. Kt to K B 3 / B to Q 3,

and the game is even.

3. P to K 4

This is Black's best reply. If he attempt to maintain the gambit Pawn by 3. P to Q Kt 4, as in the Royal Gambits, White obtains an immediate advantage by 4. P to Q R 4.

4. B takes P	4. P takes P
5. P takes P	5. B to Q 3
6. K Kt to B 3	

In a match between Messrs. Brien and Falkbeer, which contains some instructive examples of the Queen's Gambit, the former played on two occasions 6. Q to Q Kt 3, which seems to merit some attention. The following appears to be the correct continuation :—

6. Q to Q Kt 3 / Q to K 2 (ch) — 7. B to K 3 / Q Kt to B 3 — 8. B to Q Kt 5 / B to Q 2

9. P to Q 5 / Kt to Q B 4 — (If 9. B takes Kt, — 9. / B takes B)

10. P to Q 5 / Q to K 5, &c.) — 10. B takes B (ch) / Q takes B — 11. Q to Q B 3 / Q to K Kt 5,

with the better game. See "Chess Player's Chronicle," vol. iii., second series, pp. 312 and 337.

6. K Kt to B 3

7. Castles	7. Castles
8. P to K R 3	8. P to K R 3
9. Q Kt to B 3	9. Q Kt to B 3
10. Q to Q 3	

And the position is perhaps a little in White's favour.

CHAPTER XXII.

THE QUEEN'S GAMBIT DECLINED.

GAME I.

WHITE.	BLACK.
1. P to Q 4	1. P to Q 4
2. P to Q B 4	2. P to K 3 (best)
3. Q Kt to B 3	3. K Kt to B 3
4. P to K 3	4. P to Q B 4
5. K Kt to B 3	5. Q Kt to B 3
6. P to Q R 3	6. P to Q R 3

and the positions are identical.

The match between Mr. Staunton and M. St. Amant affords several highly instructive examples of this opening. We would especially commend to the attention of the student Games XI., XIII., and XXI., which furnish almost a complete illustration of the best forms of attack and defence.

In these *parties*, it will be observed that the Queen's Bishop is almost invariably brought into play at Queen's Knight's 2nd, but of late an opinion has sprung up among some of our best players that the Bishop occupies a more attacking position at King's Bishop's 4th—a move first brought into prominent notice by Mr. Harrwitz, in his celebrated match with Mr. Lowenthal.

We append the following brief illustration:—

1. P to Q 4	1. P to Q 4
2. P to Q B 4	2. P to K 3
3. Q Kt to B 3	3. K Kt to B 3
4. K Kt to B 3	4. P to Q B 4
5. B to K B 4	5. P to Q R 3

This is decidedly Black's best move. If 5. $\frac{\text{Q Kt to B 3}}{}$, White wins at once by 6. $\frac{\text{Kt to Q Kt 5}}{}$. (See "Chess Player's Chronicle," vol. i., second series, p. 362.)

6. P to K 3	6. Q Kt to B 3
7. P to Q R 3	7. P takes Q P

A game between Messrs. Harrwitz and Lowenthal was continued:—

7. $\frac{\quad}{\text{B to K 2}}$ 8. $\frac{\text{Q P takes P}}{\text{B takes P}}$ 9. $\frac{\text{P to Q Kt 4}}{\text{B to Q 3}}$

10. $\frac{\text{B takes B}}{\text{Q takes B}}$ 11. $\frac{\text{P to Q B 5}}{\text{Q to K 2}}$ 11. $\frac{\text{B to K 2}}{\text{Castles}}$

13. $\frac{\text{Castles}}{\quad}$. (See "Chess Player's Chronicle," vol. i., second series, p. 377.)

8. K P takes P	8. P takes P
9. K B takes P	9. P to Q Kt 4
10. B to Q 3	10. B to Q Kt 2
11. Castles	11. B to K 2
12. B to K 5	12. Castles

and the game may be considered equal.

The above were the opening moves of the first game in the match between Messrs. Morphy and Harrwitz.

CHAPTER XXIII.

THE FRENCH GAME.

1. $\frac{\text{P to K 4}}{\text{P to K 3}}$.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to Q 4	

2. $\overline{\text{P to K B 4}}$ is rather inferior to the move in the text, but may be adopted without danger. Black equally replies with 2. $\overline{\text{P to Q 4}}$, in answer to which White must take Pawn with Pawn, and not advance 3. $\underline{\text{P to K 5}}$, on account of the rejoinder of 3. $\overline{\text{P to Q B 4}}$. *See* Chapter XXIV., Game III., where the same position is brought about.

The objection to the move of 2. $\overline{\text{P to K B 4}}$ is, that the Queen's Bishop, when played to King's 3rd, is unsupported, and may be attacked advantageously by the adverse Knight at King's Knight's 5th.

2. P to Q 4

3. P takes P

If 3. $\underline{\text{P to K 5}}$, Black gains an immediate advantage

by 3. P to Q B 4, following it up by 4. Q Kt to B 3, or 4. Q to Q Kt 3.

3. P takes P

4. B to Q 3

This or 4. K Kt to B 3 is now generally preferred to the old move of 4. P to Q B 4, in reply to which Black is usually recommended to play 4. B to Q Kt 5 (ch).

The following is also given by Herr Max Lange:—

4. P to Q B 4 / B to K 3,	5. Q to Q Kt 3 / Q Kt to B 3, &c.
	4. K Kt to B 3
5. K Kt to B 3	5. B to Q 3
6. Q Kt to B 3	6. Q Kt to B 3

even game.

If 6. P to Q B 4, White takes Pawn with Pawn, and then plays 7. Q B to Kt 5. As a general rule, however, it is now considered preferable for each side to post the Queen's Bishop at King's 3rd, instead of King's Knight's 5th.

CHAPTER XXIV.

THE SICILIAN GAME.

1. P to K 4 — P to Q B 4

2. P to Q 4 — Game I.

2. K Kt to B 3 — Game II.

2. P to K B 4 — Game III.

2. B to Q B 4 — Game IV.

The high estimate formerly entertained of this opening has of late undergone a complete revolution, owing to some recent discoveries by which the force of the attack has been considerably augmented. The defence of 1. P to Q B 4 is now considered inferior to 1. P to K 3.

GAME I.

WHITE.	BLACK.
1. P to K 4	1. P to Q B 4
2. P to Q 4	

This is recommended by Jaenisch as White's best reply to 1. P to Q B 4. He may, however, play also

2. K Kt to B 3, 2. P to K B 4, and 2. B to Q B 4, for which see Games II., III., and IV.

2. P takes P

If 2. P to K 3, White replies with 3. P to Q 5.

3. K Kt to B 3 3. Q Kt to B 3

Black might retain the Pawn, at the cost of some inferiority of position, by 3. P to K 4, *e.g.*—

3. P to K 4 4. B to Q B 4 Q to B 2 5. Q to K 2 Q Kt to B 3 6. Castles B to B 4

(Perhaps 6. B to K 2 is preferable.) 7. Kt to Kt 5 K Kt to R 3 8. Q to R 5 Castles

9. K to R sq P to Q 3 10. P to K B 4, with a fine game.

The above moves occurred between M. Petroff and an amateur.

4. Kt takes P 4. P to K 3

If 4. P to K 4, then 5. Kt takes Kt Q Kt P takes P 6. B to Q 3 B to B 4 7. Castles K Kt to B 3, and the game is about even. In reply to 4. P to K 4, White might also play, but we think with less advantage, 5. Kt to Q Kt 5, or 5. Kt to Q Kt 3.

5. Kt to Q Kt 5

This move was first introduced by Mr. Szen, in a game with Mr. Anderssen (*See* Staunton's "Chess Tournament," p. 41). It has the effect of terribly cramping Black's game.

5. P to Q R 3

In the *partie* above alluded to Mr. Anderssen played 5. $\frac{\text{P to Q 3}}{}$, which gave—

6. $\frac{\text{B to K B 4}}{\text{P to K 4}}$ 7. $\frac{\text{B to K 3}}{\text{P to Q R 3}}$ (In a game with Morphy, Mr. Anderssen played here 7. $\frac{}{\text{P to K B 4}}$, to which the reply was 8. $\frac{\text{Q Kt to B 3}}{}$. If Black now move 8. $\frac{}{\text{P to Q R 3}}$, White answers with 9. $\frac{\text{Q Kt to Q 5}}{}$, and wins by 10. $\frac{\text{B to Q Kt 6}}{}$, if the Knight be captured.) 8. $\frac{\text{Kt to Q B 3}}{\text{B to K 3}}$ 9. $\frac{\text{Kt to Q 5}}{}$, with a good game.

6. Kt to Q 6 (ch)	6. B takes Kt
7. Q takes B	7. Q to K 2
8. Q to K Kt 3	

This is preferable to 8. $\frac{\text{P to K 5}}{}$.

	8. K Kt to B 3
9. Q Kt to B 3	9. P to Q 4
10. P to K 5	10. Kt to K R 4
11. Q to K B 3	

with an excellent opening.

GAME II.

WHITE.	BLACK.
1. P to K 4	1. P to Q B 4
2. K Kt to B 3	2. P to K 3 (best)

If 2. $\frac{}{\text{Q Kt to B 3}}$, White replies with 3. $\frac{\text{B to Q Kt 5}}{}$, and if then 3. $\frac{}{\text{P to K 3}}$, 4. $\frac{\text{B takes Kt}}{\text{Q Kt P takes Kt}}$ 5. $\frac{\text{P to Q B 4}}{\text{P to Q 4}}$ 6. $\frac{\text{P to K 5}}{}$, with a fine opening.

3. Q Kt to B 3	3. Q Kt to B 3

If 3. P to Q R 3, White equally replies with 4. P to Q 4.

4. P to Q 4

4. B to Q Kt 5 may be also played with advantage, but the move is not so effective as in the previous variation, as it cannot be followed in the present instance with P to Q B 4.

	4. P takes P
5. Kt takes Q P	5. P to Q R 3
6. P to Q R 3	6. B to Q B 4
7. B to K 3	

with a superior game.

GAME III.

WHITE.	BLACK.
1. P to K 4	1. P to Q B 4
2. P to K B 4	2. P to K 3 (best)
3. K Kt to B 3	3. P to Q 4
4. P to K 5	

We prefer 4. P takes P at this point.

	4. Q Kt to B 3
5. P to Q B 3	5. P to K B 3
6. B to K 2	6. K Kt to R 3

Black has the better game.

GAME IV.

WHITE.	BLACK.
1. P to K 4	1. P to Q B 4
2. B to Q B 4	2. P to K 3
3. Q Kt to B 3	3. P to Q R 3
4. P to Q R 4	4. Q Kt to B 3

The *Handbuch* gives 4. $\frac{\text{K Kt to K 2}}{}$, and continues:—

5. $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ $\frac{\text{P takes Q P}}{\text{K P takes P}}$ 6. $\frac{\text{B to R 2}}{\text{P takes Q P}}$ 7. $\frac{\text{Q takes P}}{\text{Q Kt to B 3}}$ 8.,

Black has the superiority.

5. P to Q 3	5. P to K Kt 3

(If 5. $\frac{}{\text{K Kt to B 3}}$, then 6. $\frac{\text{B to K Kt 5}}{}$.)

6. K Kt to K 2	6. B to K Kt 2
7. Castles	7. K Kt to K 2

Black has a confined but safe game.

CHAPTER XXV.

THE CENTRE COUNTER GAMBIT.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P takes P	

If 2. $\frac{\text{P to K 5}}{\text{————}}$, the game resolves itself into a form of the French game unfavourable for the first player.

2. K Kt to B 3

If 2. $\frac{\text{————}}{\text{Q takes P}}$, 3. $\frac{\text{Q Kt to B 3}}{\text{Q to Q R 4}}$. (This is preferable to 3. $\frac{\text{————}}{\text{Q to Q square}}$, as given in the "books," to which White replies with 4, $\frac{\text{P to Q 4}}{\text{————}}$, with the better opening.) 4. $\frac{\text{P to Q 4}}{\text{P to Q B 3}}$ 5. $\frac{\text{B to Q 2}}{\text{Q to Q B 2}}$. We prefer White's game, but Black has a strong defensive position.

3. B to Q Kt 5 (ch)

The game now becomes exceedingly difficult and complicated for both sides. White may, however, at once simplify the position by 3. $\frac{\text{P to Q 4}}{\text{————}}$. This probably is the most prudent line of play, as it is questionable whether the Pawn can be ultimately maintained.

	3. B to Q 2
4. B to Q B 4	4. P to Q Kt 4
5. B to Q Kt 3	5. B to K Kt 5
6. P to K B 3 (best)	6. B to K B 4

Black may also retire the Bishop to Queen Bishop's square, continuing—

6. B to Q B square	7. Q to B 3 (best) / B to Q Kt 2, &c.
7. Q to K 2	7. P to Q R 3
8. P to Q B 4	8. P to Q B 3
9. Q Kt to B 3	9. P to Q Kt 5
10. Q Kt to R 4	

White has the advantage.

CHAPTER XXVI.

$$1.\ \frac{\text{P to K 4}}{\text{P to Q Kt 3}}.$$

THE FIANCHETTO.

WHITE.	BLACK.
1. P to K 4	1. P to Q Kt 3

This defence is condemned by the early authorities, but, nevertheless, is perfectly safe, although it subjects the second player to a somewhat constrained position.

2. P to Q 4	2. B to Kt 2
3. B to Q 3	3. P to K Kt 3

If 3. $\frac{\text{P to K B 4}}{}$, the following is probable:—

4. $\frac{\text{P takes P}}{\text{B takes Kt P}}$ 5. $\frac{\text{Q to R 5 (ch)}}{\text{P to Kt 3}}$ 6. $\frac{\text{P takes P}}{\text{B to Kt 2}}$ (If 6. $\frac{\qquad}{\text{K Kt to B 3}}$, White may leave the Queen *en prise*, and take Pawn with Pawn.) 7. $\frac{\text{P takes P (dis ch)}}{\text{K to B square}}$

8. $\frac{\text{P takes Kt (Queens, ch)}}{\text{K takes Q}}$ 9. $\frac{\text{Q to K Kt 4}}{\text{B takes R}}$ 10. $\frac{\text{B to K B 4}}{\qquad}$, or 10. $\frac{\text{P to K B 4}}{\qquad}$,

White is *minus* the "exchange," but has a fine game.

4. P to K B 4	4. B to K Kt 2
5. K Kt to B 3	5. P to Q 3
6. B to K 3	6. Q Kt to Q 2
7. P to Q B 4	7. P to K 3
8. Q Kt to B 3	8. K Kt to K 2
9. Q to K 2	9. Castles
10. Castles (Q R)	

with the better game.

CHAPTER XXVII.

THE KING'S BISHOP'S PAWN OPENING.

1. P to K B 4.

GAME I.

WHITE.	BLACK.
1. P to K B 4	1. P to K B 4

Black may also play 1. P to Q 4, to which White's best rejoinder seems to be 2. P to K 4, as advised by Mr. Staunton.

In actual play, we have found 1. P to K 4 to be a very effective reply to 1. P to K B 4, continuing thus—

2. P takes P — P to Q 3 — 3. P takes P — K B takes P — 4. K Kt to B 3 (best) — P to K Kt 4 — 5. P to K Kt 3 — (Apparently Black's only move.) 5. — P to K Kt 5 — 6. Kt to R 4 — B to K 2 — 7. Kt to Kt 2 — P to K R 4 — 8. P to Q 4 — P to R 5 — 9. B to K B 4 — P to R 6, and Black's position is more than an equivalent for the Pawn he has sacrificed.

In the above, for which we are indebted to Mr. Burden, all White's moves after 3. P takes P seem forced. He may, however, avoid the variation by playing 2. P to K 4, thereby resolving the game into the King's Gambit.

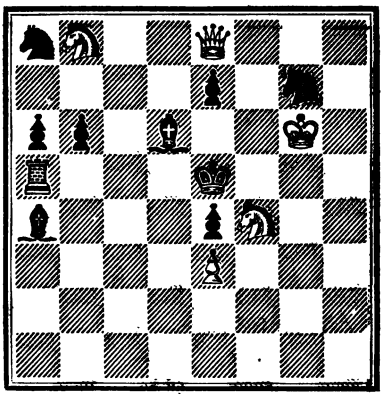
2. K Kt to B 3	2. P to K 3
3. P to K 3	3. K Kt to B 3
4. P to Q Kt 3	4. P to Q Kt 3
5. B to Q Kt 2	5. B to Q Kt 2
6. B to K 2	6. B to K 2

and the game is in every respect even.

APPENDIX.

PROBLEM No. 1.

Black.



White.

White to play and mate in three moves.

PROBLEM No. 2.

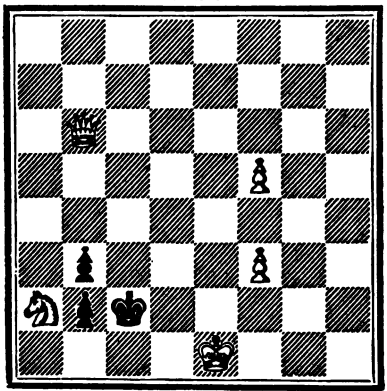
Black.

White.

White to play and mate in three moves.

PROBLEM No. 3.

Black.

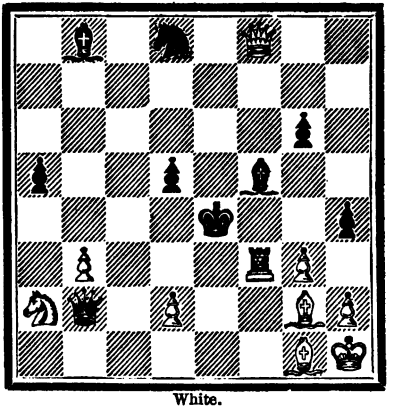


White.

White to play and mate in three mov es.

PROBLEM No. 4.

Black.

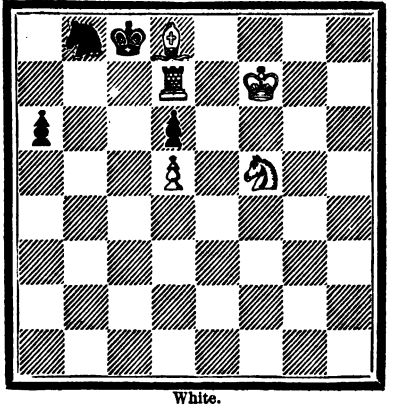


White.

White to play and mate in three moves.

PROBLEM No. 5.

Black.

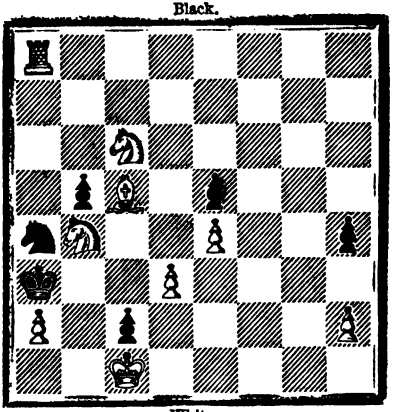


White.

White to play and mate in three moves.

PROBLEM No. 6.

Black.

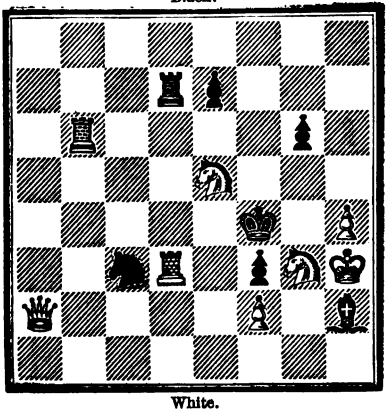


White.

White to play and mate in three moves.

PROBLEM No. 7.

Black.



White.

White to play and mate in three moves.

PROBLEM No. 8.

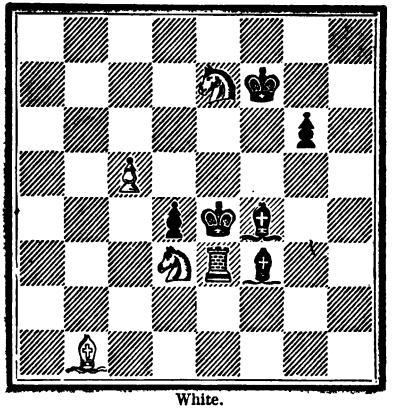
Black.

White.

White to play and mate in three moves.

PROBLEM No. 9.

Black.

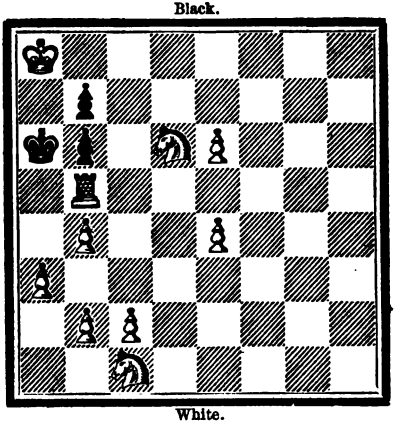


White.

White to play and mate in three moves.

PROBLEM No. 10.

Black.

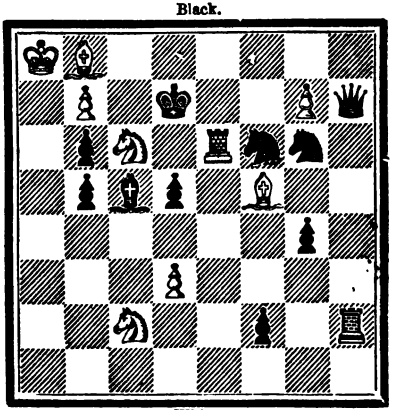


White.

White to play and mate in three moves.

PROBLEM No. 11.

Black.

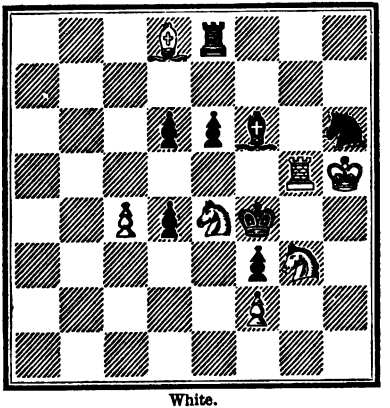


White.

White to play and mate in three moves.

PROBLEM No. 12.

Black.

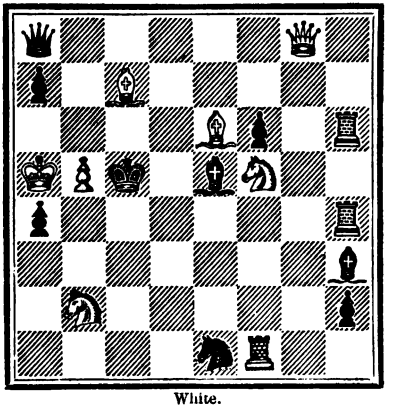


White.

White to play and mate in three moves.

PROBLEM No. 13.

Black.

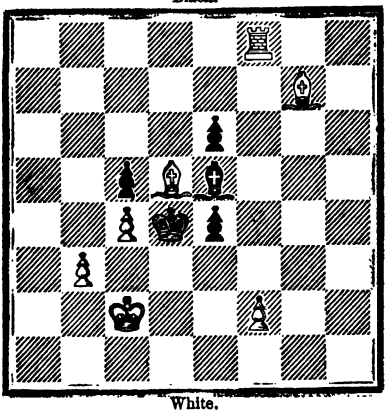


White.

White to play and mate in three moves.

PROBLEM No. 14.

Black.

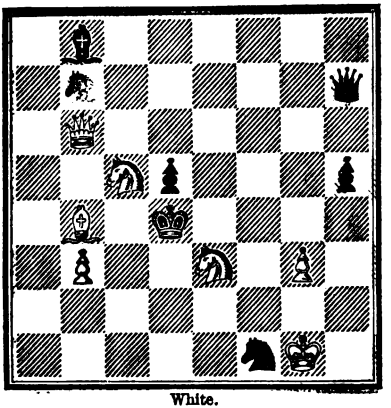


White.

White to play and mate in three moves.

PROBLEM No. 15.

Black.

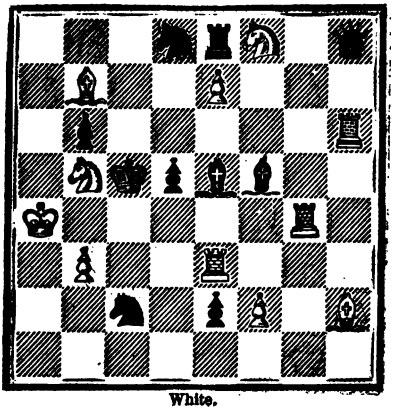


White.

White to play and mate in three moves.

PROBLEM No. 16.

Black.

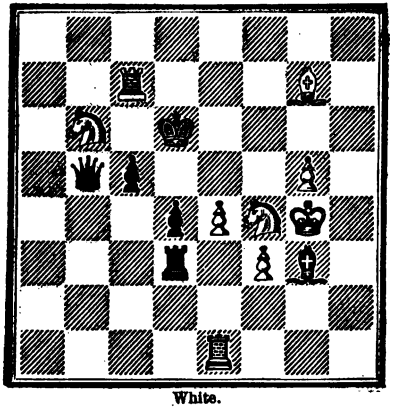


White.

White to play and mate in three moves.

PROBLEM No. 17.

Black.

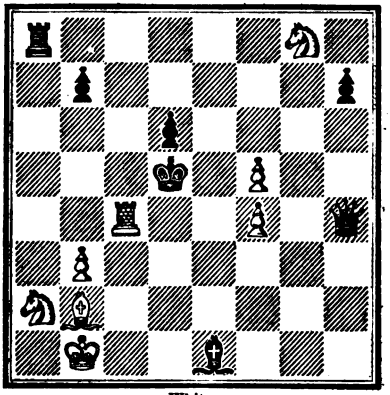


White.

White to play and mate in three moves.

PROBLEM No. 18.

Black.

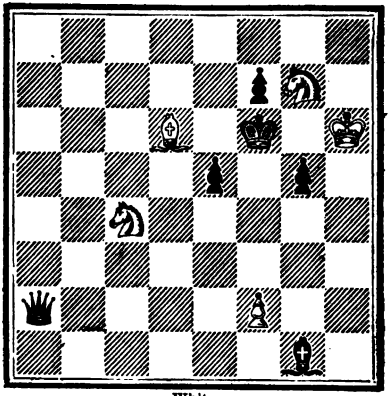


White.

White to play and mate in three moves.

PROBLEM No. 19.

Black.

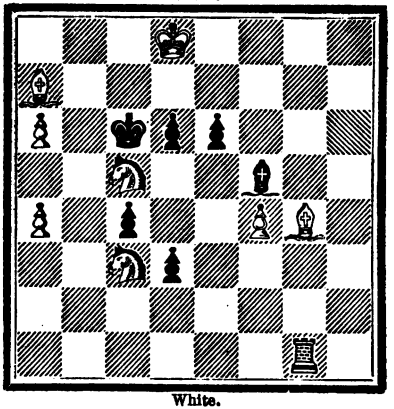


White.

White to play and mate in three moves.

PROBLEM No. 20.

Black.

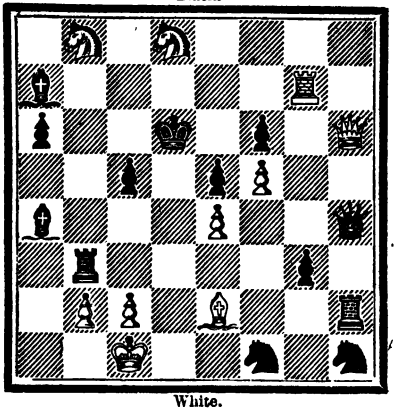


White.

White to play and mate in three moves.

PROBLEM No. 21.

Black.

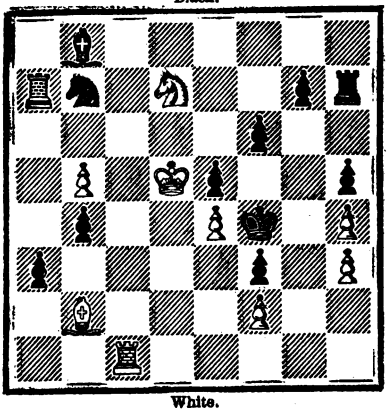


White.

White to play and mate in three moves.

PROBLEM No. 22.

Black.



White.

White to play and mate in three moves.

PROBLEM No. 23.

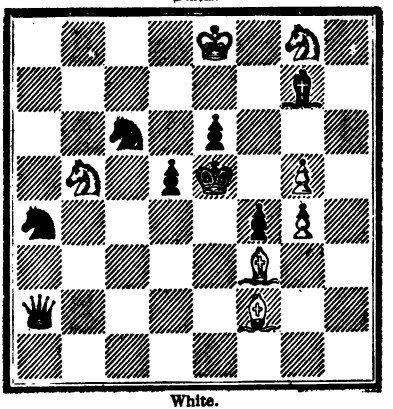
Black.

White.

White to play and mate in three moves.

PROBLEM No. 24.

Black.

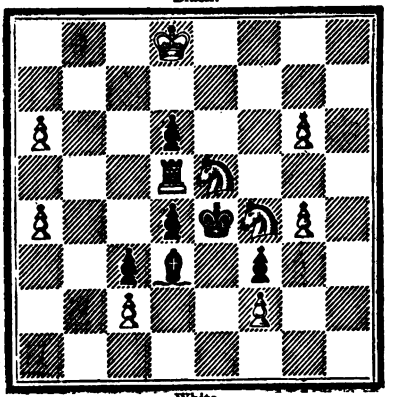


White.

White to play and mate in three moves.

PROBLEM No. 25.

Black.

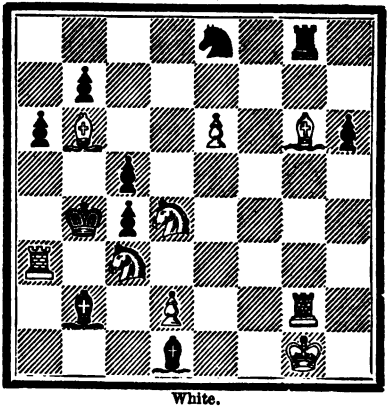


White.

White to play and mate in three moves.

PROBLEM No. 26.

Black.

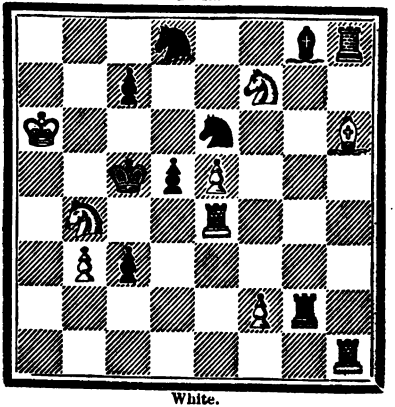


White.

White to play and mate in three moves.

PROBLEM No. 27.

Black.

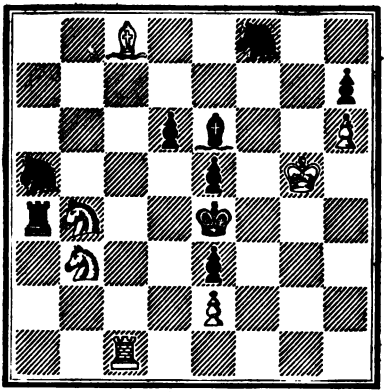


White.

White to play and mate in three moves.

PROBLEM No. 28.

Black.

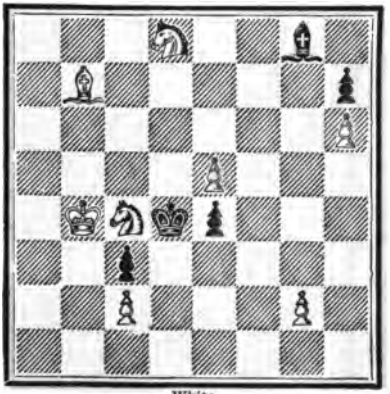


White.

White to play and mate in three moves.

PROBLEM No. 29.

Black.

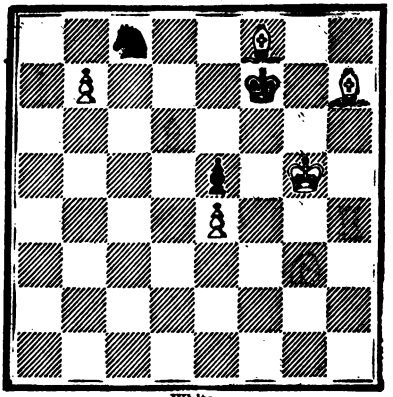


White.

White to play and mate in three moves.

PROBLEM No. 30.

Black.



White.

White to play and mate in three moves.

PROBLEM No. 31.

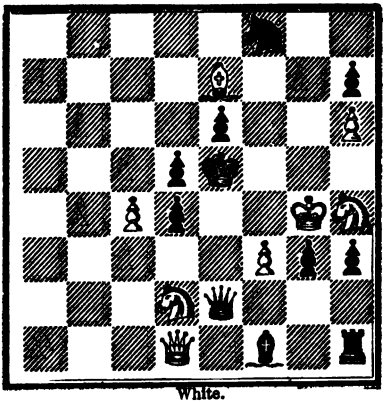
Black.

WHITE.

White to play and mate in three moves.

PROBLEM No. 32.

Black.

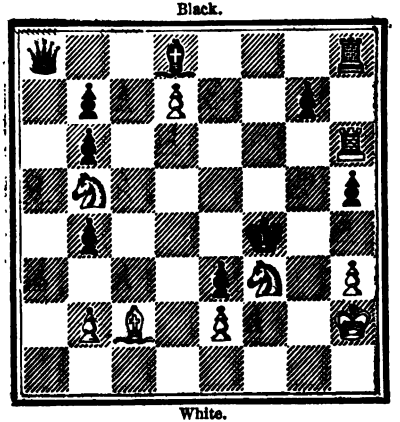


White.

White to play and mate in three moves.

PROBLEM No. 33.

Black.

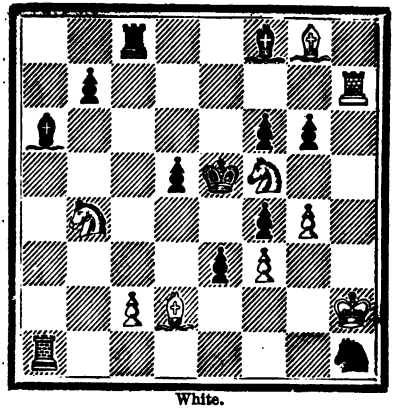


White.

White to play and mate in four moves.

PROBLEM No. 34.

Black.

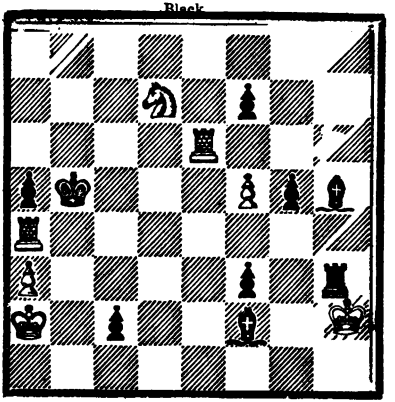


White.

White to play and mate in four moves.

PROBLEM No. 35.

Black.

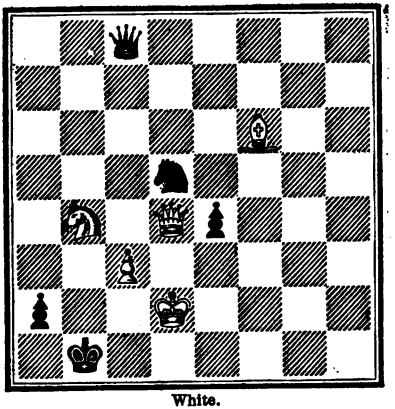


White.

White to play and mate in four moves.

PROBLEM No. 36.

Black.

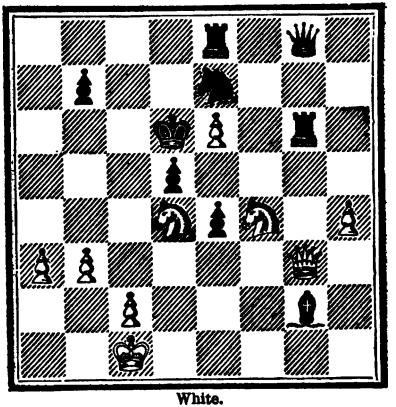


White.

White to play and mate in four moves.

PROBLEM No. 37.

Black.

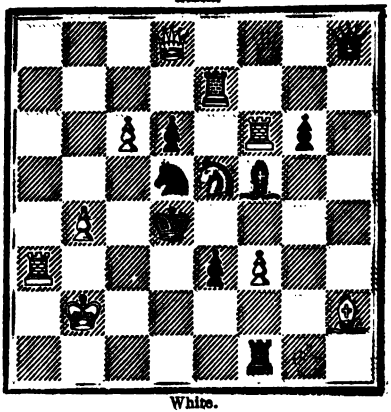


White.

White to play and mate in four moves.

PROBLEM No. 38.

Black.

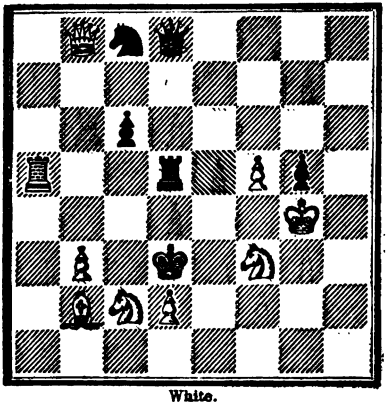


White.

White to play and mate in four moves.

PROBLEM No. 39.

Black.



White.

White to play and mate in four moves.

PROBLEM No. 40.

Black.

White.

White to play and mate in four moves.

PROBLEM No. 41.

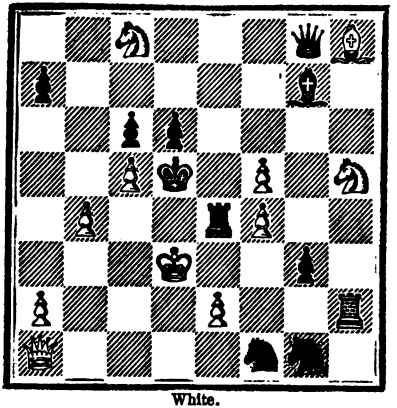
Black.

White.

White to play and mate in four moves.

PROBLEM No. 42.

Black.

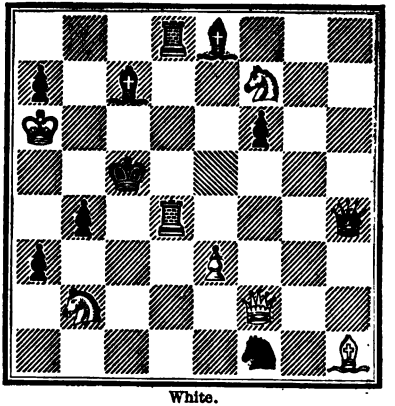


White.

White to play and mate in four moves.

PROBLEM No. 43.

Black.

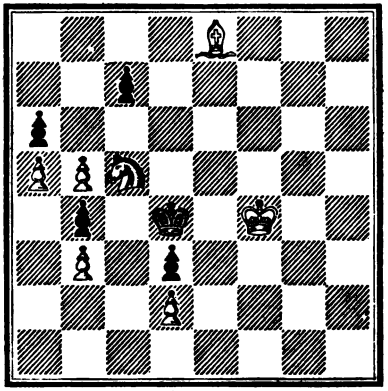


White.

White to play and mate in four moves.

PROBLEM No. 44.

Black.



White.

White to play and mate in five moves.

PROBLEM No. 45.

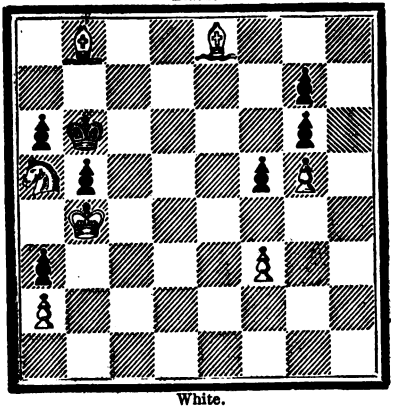
Black.

White.

White to play and in mate five moves.

PROBLEM No. 46.

Black.



White.

White to play and mate in five moves.

PROBLEM No. 47.

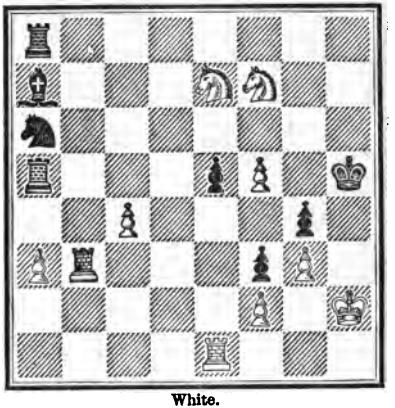
Black.

White.

White to play and mate in five moves.

PROBLEM No. 48.

Black.

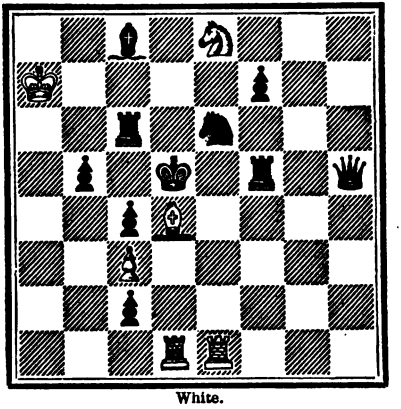


White.

White to play and mate in five moves.

PROBLEM No. 49.

Black.



White.

White to play and in mate five moves.

PROBLEM No. 50.

Black.

White.

White to play and mate in six moves.

SOLUTIONS OF PROBLEMS.

PROBLEM No. 1.

WHITE.	BLACK.
1. Q to Q 7	1. Kt to Q B 2 (A)
2. Q to Q B 6, and mates next move.	

(A)

1. R to Q B 4

2. Q takes B, and mates next move.

PROBLEM No. 2.

1. Q to Q R square (ch)	1. P to Q 5 (A)
2. Q to Kt 2	2. Anything
3. Q (on either Kt), mates.	

(A)

1. R (from Kt 6) to B 6

2. Q takes R (ch), and mates next move.

PROBLEM No. 3.

1. Q to Q B 6 (ch)	1. K to Kt 8 (best)
2. Q to Q R 4	2. Anything
3. Q or Kt mates.	

PROBLEM No. 4.

1. Q to K R 8	1. Q takes Q
2. P to Q 4, and mates next move.	

PROBLEM No. 5.

1. Kt to K 7 (ch)	1. K takes R
2. B to Q R 5	2. Kt moves
3. P takes Kt, mate.	

PROBLEM No. 6.

1. B to K B 8	1. P to K R 6
2. Kt to K 7	2. K takes Kt
3. Kt to Q 5, dis ch and mates.	

PROBLEM No, 7.

WHITE.	BLACK.
1. R to Q 6	1. R (on K 2) takes R (A. B.)

2. Q to K 6, and mates next move.

(A)

1. R (on Kt 3) takes R

2. Q to Q 5, and mates next move.

(B)

1. Kt takes Kt

2. Q to Kt 6 (ch), and mates next move.

PROBLEM No. 8.

1. Q to Q square	1. K takes Kt (on K 3) (A)
2. Q to Q 7 (ch)	2. K takes Q

3. Kt mates.

(A)

	1. K takes Kt (on K 5)
2. Q to K B 3 (ch)	2. K takes Q

3. Kt mates.

PROBLEM No. 9.

1. K to K B 2 (double ch)	1. K moves
2. B to K 4	2. Anything

3. Either Kt mates.

PROBLEM No. 10.

1. Kt to K 8	1. K takes R
2. Kt to Q 2	2. K moves

3. Either Kt mates.

PROBLEM No. 11.

1. R to K square (dis ch)	1. K takes Kt
2. R to Q B square	2. Anything

3. Kt mates.

PROBLEM No. 12.

1. Kt to Q B 5	1. P takes Kt (best)
2. R to R 5	2. Anything

3. R or B mates

PROBLEM No. 13.

WHITE.	BLACK.
1. Q to Q Kt 3	1. B takes Q (A)
2. R to K B 4	2. Anything
3. B or Kt mates.	

(A)

1. If any other move, White mates by either 2. Q to K R 2 (ch) or 2. B to K 6 (ch).

PROBLEM No. 14.

1. R to K B 4	1. P takes B
2. R to K B 6	2. Anything
3. R or B mates.	

PROBLEM No. 15.

1. Q to K B 6 (ch)	1. B to K 4 (best)
2. Q to K B 5	2. Anything
3. Q or Kt mates.	

PROBLEM No. 16.

1. R to Q 4	1. B takes R (best)
2. R to K 6	2. Anything
3. B or Kt mates.	

PROBLEM No. 17.

1. B to K 5	1. K takes B
2. R to Q B 6	2. Anything
3. R or Kt mates.	

PROBLEM No. 18.

1. B to K B 6	1. R takes Kt (on K Kt 8th) (best)
2. B to Q B 3	2. Anything
3. Kt mates.	

PROBLEM No, 19.

1. Kt to K 3	1. Q to Q B 5 (best)
2. P to K B 4	2. Anything
3. Either Kt or P mates.	

PROBLEM No. 20.

WHITE.	BLACK.
1. Kt takes K P	1. B takes Kt (A)
2. Kt to Q 5	2. Anything
3. B or Kt mates.	

(A)

	1. P to K 4
2. Kt to Q 4 (ch)	2. K moves
3. Kt to Kt 5, mate.	

PROBLEM No. 21.

1. Q to Q 2 (ch)	1. Kt takes Q
2. B to Q Kt 5	2. Anything
3. R or Kt mates.	

PROBLEM No. 22.

1. R to Q B 7	1. P takes B (best)
2. Kt takes K P	2. Anything
3. K or Kt mates.	

PROBLEM No. 23.

1. R to Q 6	1. R (on K square) takes R (A)
2. B to K 6, and mates next move.	

(A)

	1. R (on R 2) takes R
2. B to Q 5, mating next move.	

PROBLEM No. 24.

1. Kt to K 7	1. Q to Q B 7 (best)
2. B to Q B 5	2. Anything
3. B or Kt mates.	

PROBLEM No. 25.

1. Kt takes B	1. K takes R (best)
2. Kt to Q 7	2. K moves
3. Either Kt mates.	

PROBLEM No. 26.

1. R to K Kt 5	1. P takes R (best)
2. B to Q B 2	2. Anything
3. R, B, or Kt mates.	

PROBLEM No. 27.

WHITE.	BLACK.
1. R to Q square	1. P takes R (best)
2. R to Q 4	2. Anything
3. R or B mates.	

PROBLEM No. 28.

1. R to Q B 4 (ch)	1. Kt takes R (best)
2. Kt to Q 5	2. Anything
3. B or Kt mates.	

PROBLEM No. 29.

1. P to K 6	1. P to K 6 (A)
2. B to K B 3	2. Anything
3. Kt to Q B 6, mate.	

(A)

1. B to K B 2

2. P takes B, and mates next move.

PROBLEM No. 30.

1. P takes Kt (becoming a Rook)	1. K moves
2. B to K Kt 6	2. K moves
3. B to B 5, mate.	

PROBLEM No. 31.

1. Kt takes K P (ch)	1. K to B 3 (dis ch)
2. Kt to Q B 5	2. K takes Kt
3. R mates.	

PROBLEM No. 32.

1. Q to K square	1. R to K Kt 3 (A)
2. Kt to K 4	2. Anything
3. Q. B, Kt, or P mates.	

(A)

	1. P to Q 6
2. Q to R square (ch)	2. P to Q 5
3. Q mates.	

PROBLEM No. 33.

WHITE.	BLACK.
1. R to Q 6	1. B to K B 3 (best)
2. Kt to Q B 7	2. Q to K Kt square (A)
3. R to K 6	3. Anything
4. Kt mates.	
	(A)
	2. Q to Q R 7
3. R to Q 5	3. Anything
4. Kt mates.	

PROBLEM No. 34.

1. R to Q 7	1. R to Q R 4 (best)
2. P to Q B 4	2. B takes Kt (best)
3. P to Q B 5	3. Anything
4. R mates.	

PROBLEM No. 35.

1. P to Q B 4 (ch)	1. K takes R
2. R to Q B 6	2. B to Q R 2 (A)
3. R to Q Kt 6	3. Anything
4. Kt mates.	
	(A)
	2. Any other move
3. R to Q B 5, and mates next move.	

PROBLEM No. 36.

1. Q to K Kt square (ch)	1. K to Kt 2
2. Q to Q R square (ch)	2. K takes Q (best)
3. K to B square, and mates next move.	

PROBLEM No. 37.

1. Q to Q B 3	1. K to K 4 (best)
2. Q to Q B 7 (ch)	2. K takes Kt
3. Q to Q B 3 (ch)	3. K takes Q
4. Kt to K 2, mate.	

PROBLEM No. 38.

WHITE.	BLACK.
1. R to Q 3 (ch)	1. B takes R
2. R to K B 4 (ch)	2. Kt takes Kt (A)
3. Q takes P (ch)	3. K takes Q (dis ch)
4. R to B 6, dis ch and mate.	

(A)

2. Kt takes R

3. Q takes P (ch), and mates next move.

PROBLEM No. 39

1. Kt to Q Kt 4 (ch)	1. K to K 5 (A)
2. Q to K 5 (ch)	2. R takes Q
3. B to Q 4	3. Anything
4. Kt or P mates.	

(A)

1. K to K 7

2. Q to K R 2 (ch), and mates in two more moves.

PROBLEM No. 40.

1. Kt to Q Kt 5 (ch)	1. K to K 4
2. Kt to K 7	2. Q to Q B 7 (best)
3. B to Q B 5	3. Anything
4. B or Kt mates.	

PROBLEM No. 41.

1. Kt to Q B 5	1. P takes Kt (best)
2. P to K B 4	2. P takes P (*en passant*)
3. R to Q 6	3. K takes R (dis ch)
4. Kt to Q 4, dis ch and mate.	

PROBLEM No. 42.

1. Kt to K 7 (ch)	1. R takes Kt
2. Q to Q 4 (ch)	2. P takes Q
3. B to K 5, and mates next move.	

PROBLEM No. 43.

WHITE.	BLACK.
1. Q to Q B 2 (ch)	1. R to Q B 5
2. Q to K B 5 (ch)	2. B to K 4
3. Q to Q 7	3. Anything
4. Kt mates.	

PROBLEM No. 44.

1. B to Q B 6	1. K takes Kt (best)
2. K to K 5	2. P takes P
3. B to K B 3	3. P to Q B 3
4. B to K 2	4. P takes B
5. P to Q 4, mate	

PROBLEM No. 45.

1. Q to K 8 (ch)	1. R to K 4
2. Q to K Kt 6 (ch)	2. P to K B 4 (best)
3. Q to Q Kt 6	3. B takes Kt (best)
4. Q to Q Kt square (ch)	4. Kt to Q 6
5. Q to K R square, mate.	

PROBLEM No. 46.

1. B takes K Kt P	1. P to K B 5
2. B to Q B 2	2. P to K Kt 3
3. B to Q R 4	3. P takes B
4. K to Q B 4	4. K takes Kt
5. B mates.	

PROBLEM No. 47.

2. P to Q 4 (ch)	1. K take. Kt
2. P takes R (ch)	2. K to B 3 (best)
3. P takes R (dis ch)	3. P takes R
4. P takes K R P	4. Anything
5. P takes Kt, *becoming a Knight*, mate.	

PROBLEM No. 48.

1. R to K R square	1. B takes P (on K B 2) (best)
2. R to Q Kt 6	2. B takes R (A)

3. P to Q B 5 — 3. B takes P
4. Kt to Q 5, and mates next move.

(A)

2. R to K R square

3. Kt to K Kt 8, &c.

PROBLEM No. 49.

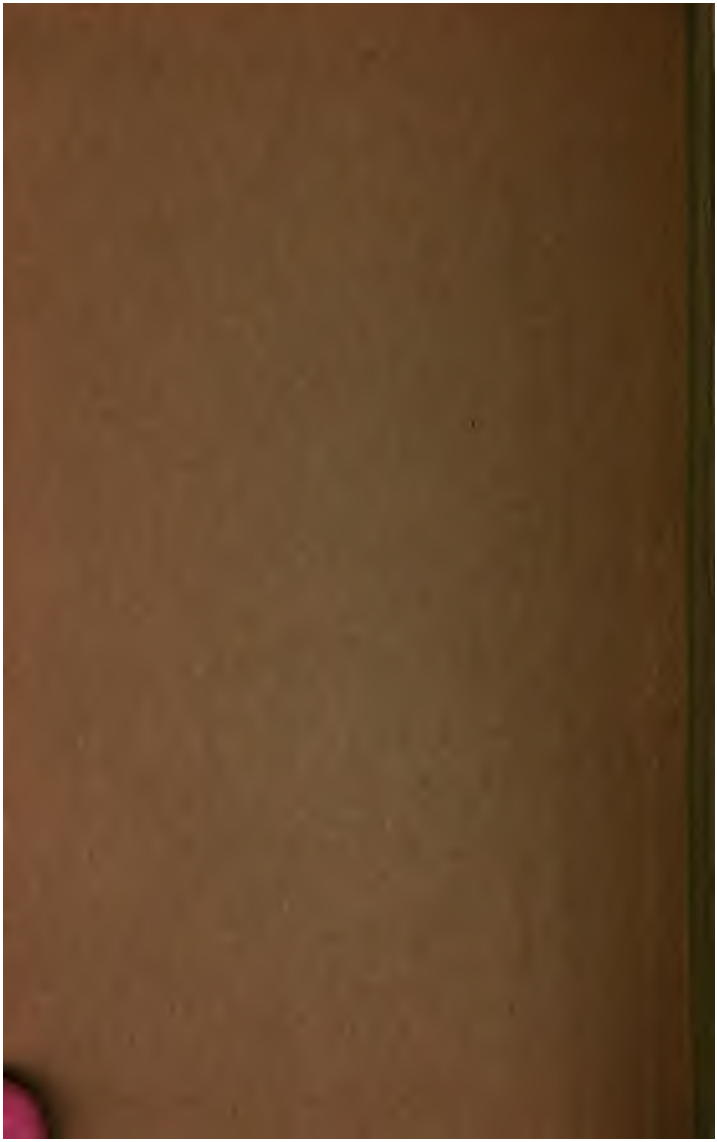
1. R to K 5 (ch) — 1. R takes R
2. Kt to K B 6 (ch) — 2. K to Q 3
3. B to Q B 5 (double ch) — 3. K takes B
4. R to Q 5 (ch) — 4. R takes R
5. Kt mates.

PROBLEM No. 50.

1. P to K R 3 — 1. P to K Kt 4
2. R to K Kt 4 — 2. P takes R P
3. R to K Kt 6 — 3. P takes R
4. K to B 6 — 4. P to Kt 4
5. K to B 5 — 5. P to Kt 5
6. P takes P, mate.

THE END.

ER



JUN 7 - 1933